Javascript Explanation

1. Summary

-> Declare variables needed for the game (row 3-12)  
-> Initialize the board (row 15)  
-> Run the function to do check the rules of the game, do something on box clicked (row 18-62)  
-> Run the function to reset the game (row 65-70)

2. Create Board function

-> Block if winning streak more than game level (row 74)  
-> Initiate the boxes with (+) text and extra css (row 78-88)  
-> Create two dimensional array for the box created and fill it with (+) text, for comparison purpose later on (row 90-98)

3. Reset Game function

-> Clear the class, property and reset the text (row 103-108)

4. Check Game function

-> Mark player by set value of the two dimensional array and make the visualization better (row 112-117)  
-> Check the consecutive win based on horizontal rules, check if the marked player are on the list by using nested for x, y [0,0] [0,1] [0,2], etc (row 122-135)  
-> Check the consecutive win based on vertical rules, check if the marked player are on the list by using nested for y, x [0,0] [1,0] [2,0], etc (row 138-151)  
-> Check the consecutive win based on diagonal left to right rules check from the corner [0,0] [1,1] [2,2], etc (row 154-168)  
-> Check the consecutive win based on diagonal left to right rules check from the middle row [1,0] [2,1] [3,2], etc (row 171-185)  
-> Check the consecutive win based on diagonal right to left rules check from the corner [4,4] [3,3] [2,2], etc (row 188-202)  
-> Check the consecutive win based on diagonal right to left rules check from the middle row [1,4] [2,3] [3,2] (row 205-219)