**URL to GitHub Repository:**

[**https://github.com/beebegun2/Week\_11.git**](https://github.com/beebegun2/Week_11.git)

**URL to Your Coding Assignment Video:**

**Instructions:**

* In Visual Studio Code, write the code that accomplishes the objectives listed below and ensures that the code compiles and runs as directed.
* Create a new repository on GitHub for this week’s assignments and push this document, with your project code, to the repository.
* Include the URLs for this week’s repository and video where instructed.
* Submit this document as a .PDF file in the LMS.

**Coding Steps:**

* Using any of the tools you’ve worked with so far, create a game of Tic-Tac-Toe.
  + Create a Tic-Tac-Toe game grid using your HTML element of choice.
  + When a cell in the grid is clicked, an **X** or **O** should appear in that spot depending on whose turn it is.
  + A heading should say whether it is X’s or O’s turn and change with each move made.
  + A button should be available to clear the grid and restart the game.
  + When a player has won, or the board is full and the game results in a draw, a Bootstrap alert or similar Bootstrap component should appear across the screen announcing the winner.

**Video Steps:**

* Create a video, up to five minutes max, showing and explaining how your project works with an emphasis on the portions you contributed.
* This video should be done using screen share and voice over.
* This can easily be done using Zoom, although you don't have to use Zoom, it's just what we recommend.
  + You can create a new meeting, start screen sharing, and start recording.
  + This will create a video recording on your computer.
* This should then be uploaded to a publicly accessible site, such as YouTube.
  + Ensure the link you share is **PUBLIC** or **UNLISTED**!
  + If it is not accessible by your grader, your project will be graded based on what they can access.