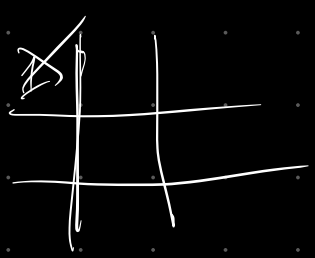
GB Object

[gameboard]

player

[1, 2, 3, 4, 5, 6, 7, 8, 9]

1	2	3
4	5	6
7	8	9



1, 2, 3

4, 5, 6

7, 8, 9

Horiz

1, 4, 7

2, 5, 8

3, 6, 9

Vert

1, 5, 9

3, 5, 7

Diag

[1, 2, 3, 4, 5, 6, 7, 8, 9]

[O | X | X | X | O | O | O | Y | X]

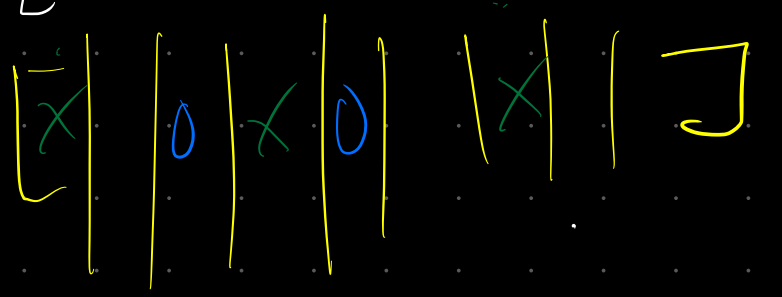
1	2	3
4	5	6
7	8	9

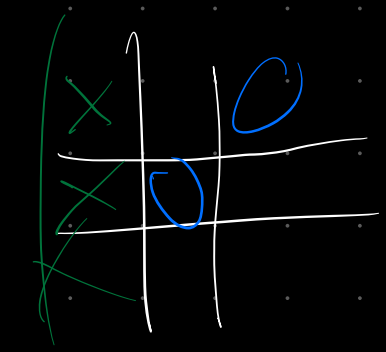
O	X	X
X	O	O
O	X	X

- Assign each square to element
- After 4th input

3, 5

[1, 2, 3, 4, 5, 6, 7, 8, 9]





make an array that's linked to specific divs

A[0] = div 0 = #

A[1] = div 1 = #

A[2] = div 2 = #

[0, 1, 2, 3, 4, 5, 6, 7, 8]

On click ↴

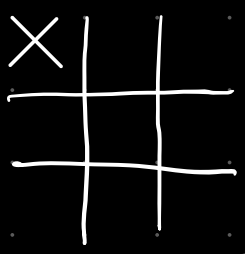
< img x >

< img O >

if player is ∅
append ∅img

---

if this.id = O
playerSymbol.push [Array[id]]



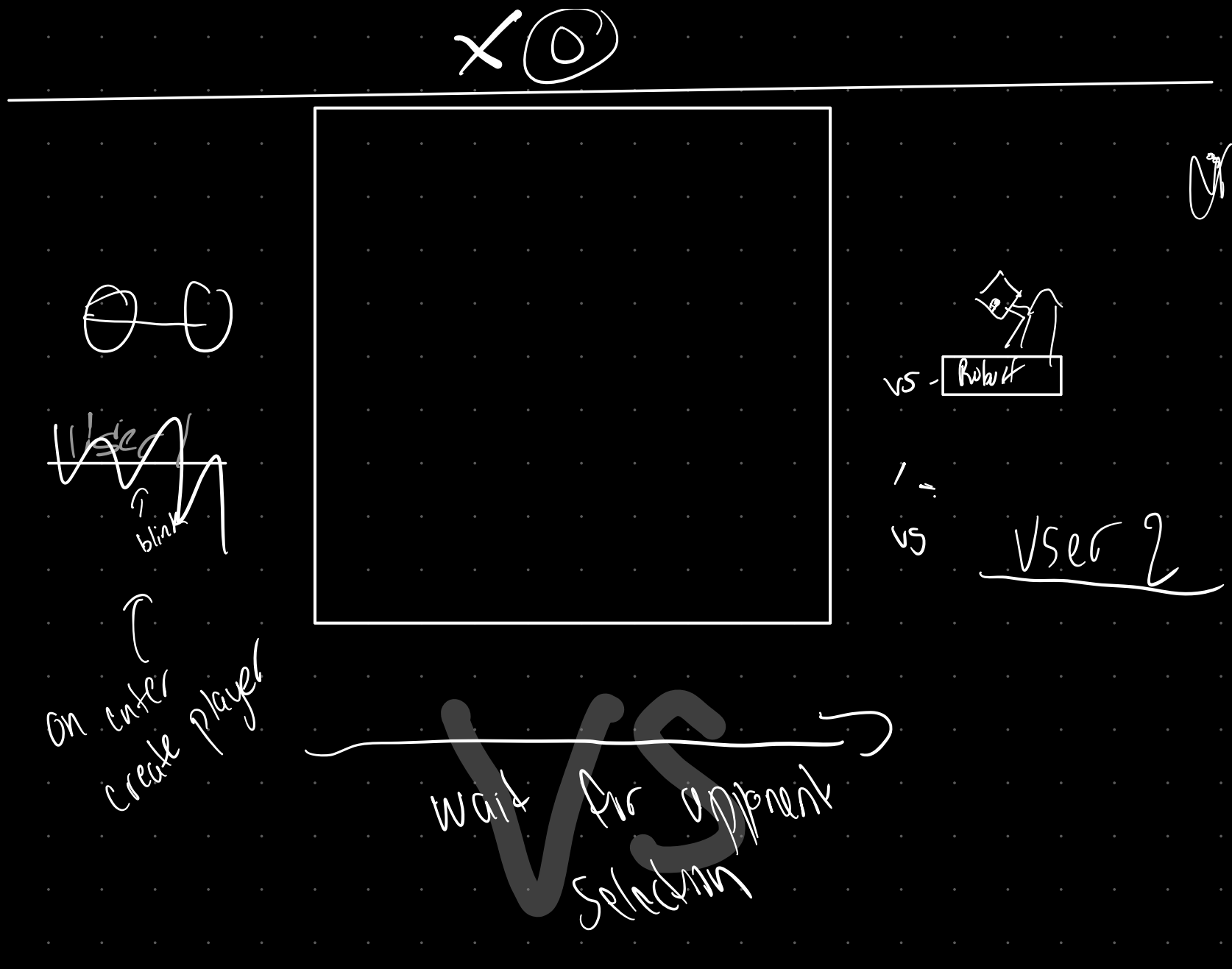
gameboard[ ]

displayController

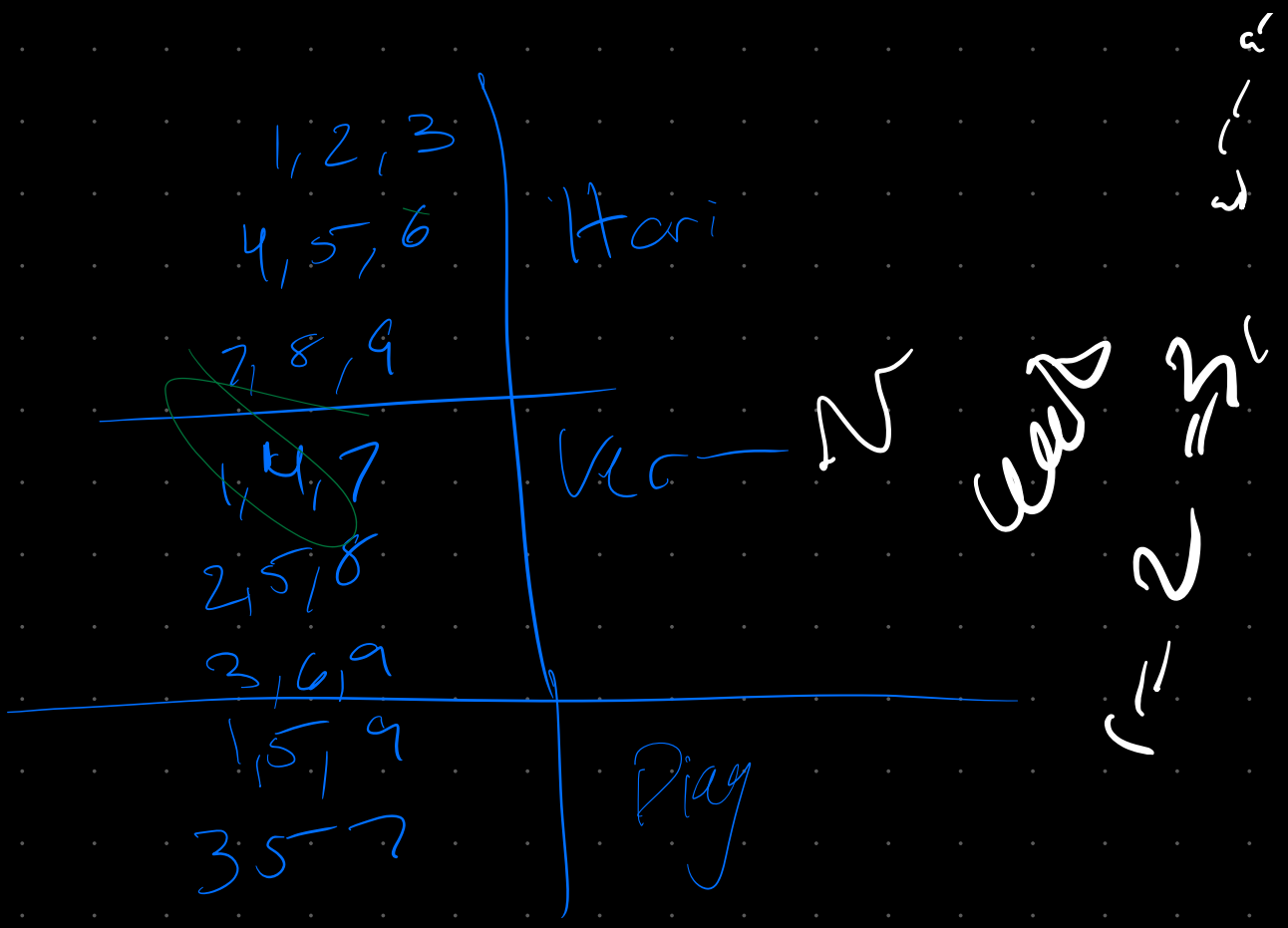
---

clickRegister
for each box
if the box is click

push the current symbol
into array[this.id]



Robot
vs
User 2
blink
on enter
create player
VS
wait for opponent
selection

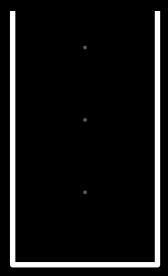


Hori = [[1,2,3], [4,5,6], [7,8,9]]

for each element in the array

for each number in element

if Array[number] = Array[number] = Array[#]



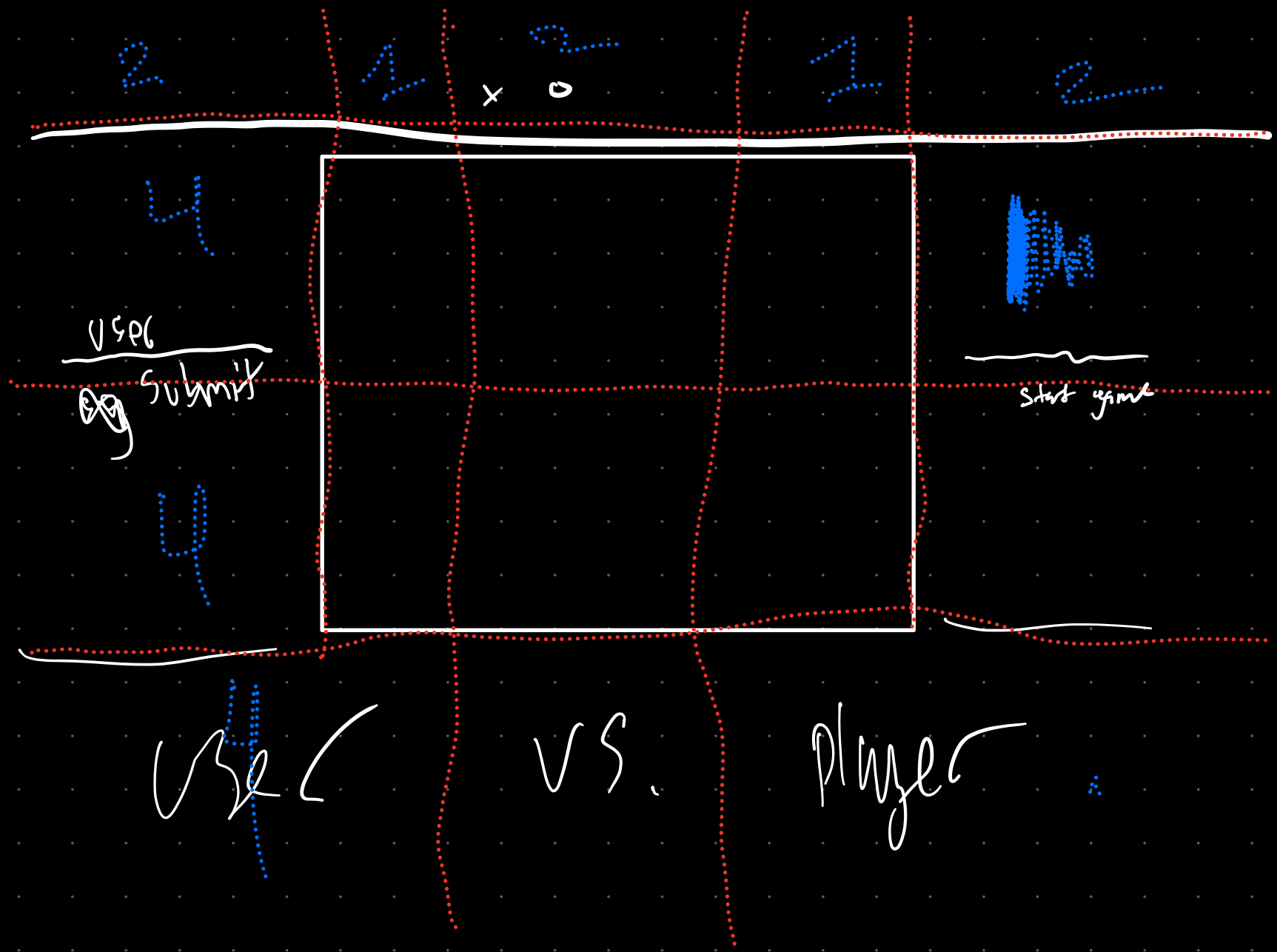
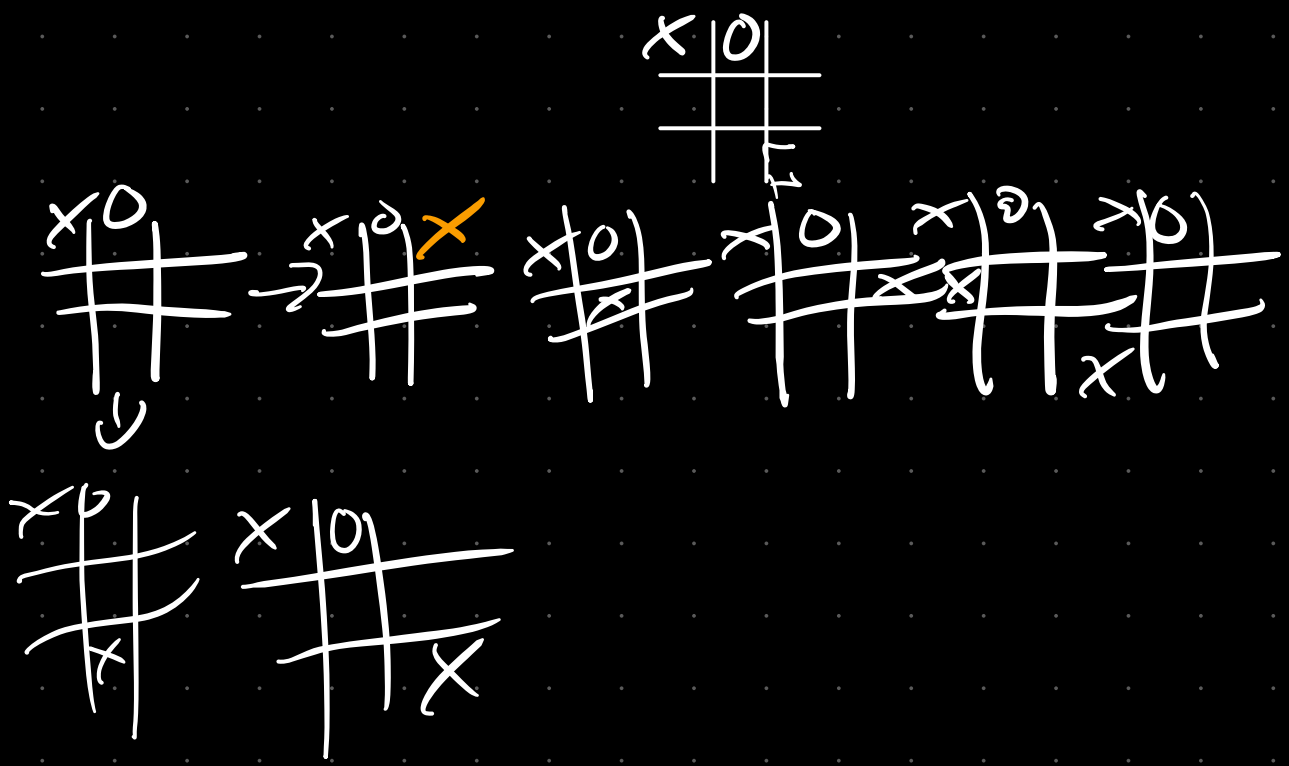
player 1 = O = CP

2 = X = CP

if (CP.mark = O)

player 2

player 2


2
1
2
1
2
4
4
user
submit
start game
user vs. player

if(1,2,3 not undef
if(1 equal to each other
and listened
declare winner
else if(undefined &&