



DGMD E-28

Developing Single Page Web Applications

Assignment 2: Tic Tac Toe

Due Date

February 16 at 9pm EST

Summary

Your assignment is to create Tic Tac Toe as a web app using Javascript

Requirements

Using the concepts we learned via the calculator example created in class, create a Tic Tac Toe game as follows:

- Create a 3 x 3 grid to enter X's and O's
- Play will proceed as follows:
- Indicate whether it is the turn for X or O
- When the user clicks on one of the grid squares, place an X or O on that square (depending on whose turn it is)
- Check for a "win" condition (3 of the same symbol in a row)
 - If so, congratulate the winner. Game over.
- If there is no win yet, check if all squares are occupied.
 - If so, announce the stalemate. Game over.
- Otherwise switch to the other symbol (X or O) and repeat.

Ground Rules

- You may use HTML, CSS, Javascript and JQuery only
- Use button clicks for user input.
- Use the console / writing to an element/ styling for output
- Use Javascript loops to build the grid.
- DO NOT look up how to do this online.
- Use the techniques we reviewed in class and in the notes.
- You may host anywhere you want, but it must be online.
- You may add enhancements or variations after meeting the requirements.

Deliverables:

PDF with:

URL of the app online

Answer to the question:

What is the section of code you are most proud of (include the code in your answer).

Rubric

20 points	Creativity & Effort
50 points	Meets requirements
30 points	Overall quality/technical proficiency
