# JavaScript Game Assignment Options

## 1. Rock-Paper-Scissors

Description:  
Develop a Rock-Paper-Scissors game where the player competes against the computer. The player selects rock, paper, or scissors, and the computer randomly selects one of the three options. The winner is determined by the rules: rock beats scissors, scissors beats paper, and paper beats rock.  
  
Requirements:  
- Display buttons for the player to choose rock, paper, or scissors.  
- Generate the computer's choice randomly.  
- Compare the player's choice with the computer's choice and determine the winner.  
- Display the result of each round (win, lose, or draw).  
- Optional: Keep track of and display the score for multiple rounds.

## 2. Snake Game

Description:  
Create a snake game where the player controls a snake that moves around the screen, collecting food to grow longer. The player loses if the snake runs into itself or the walls. The game should increase in difficulty as the snake grows longer.  
  
Requirements:  
- Display the game area and the snake.  
- Implement arrow key controls to move the snake.  
- Generate food at random positions on the game area.  
- Detect collisions with the walls and the snake's own body.  
- Keep track of and display the player's score.  
- Optional: Add levels of increasing difficulty or different speeds.

## 3. Tic-Tac-Toe

Description:  
Develop a two-player Tic-Tac-Toe game where players take turns placing their marks (X or O) on a 3x3 grid. The first player to get three of their marks in a horizontal, vertical, or diagonal row wins. If all nine cells are filled without a winner, the game is a draw.  
  
Requirements:  
- Display the 3x3 grid.  
- Allow players to take turns clicking on empty cells to place their marks.  
- Check for a win or draw after each move.  
- Display a message indicating the winner or if the game is a draw.  
- Optional: Implement a restart button to reset the game.

Please choose one of the above options and start working on your project. Remember to write clean, well-documented code and to test your game thoroughly. If you have any questions or need help, feel free to reach out to me.  
  
Happy coding!  
  
Best regards,  
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