Useful functions:

MoveValidation -> Change Player turn, check if valid move, check if won / lost. / draw

Convert to Grid -> convert HTML textContent to an array to do the move validation check

resetGame -> remove overlay / button and reset classes of all the elements

setInterval -> run the movevalidator is timed mode / ai mode is on

Put event listener on entire grid not individual cell

deployToStorage-> modify local storage

PullfromStorage -> grab from local storage

PopupNavBar -> add sidebar to screen

UploadFile -> Upload and modify settings based on uploaded image