# Tic Tac Toe – Web-based Game

## Introduction

This project is a modern implementation of the classic \*\*Tic Tac Toe\*\* game using \*\*HTML\*\*, \*\*CSS\*\*, and \*\*JavaScript\*\*. It is a two-player game where users take turns playing as either \*\*X\*\* or \*\*O\*\*, with the system tracking wins, losses, and draws. The UI is responsive, visually appealing, and designed for smooth gameplay across devices.

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## Features

- Two-player mode (Player X vs Player O)

- Real-time win and draw detection

- Scoreboard to track wins and draws

- Smooth animations and visual feedback

- Fully responsive and mobile-friendly

- Reset and new game functionality

- Winning cells get highlighted

- Disabled interaction on filled cells

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## Workflow

1. \*\*Game Initialization\*\*

The board loads with 9 clickable cells. Player X starts by default.

2. \*\*Gameplay Loop\*\*

- Players alternate turns.

- Clicked cells are filled with the current player's symbol.

- Win conditions are checked after every move.

- If a win or draw is detected:

- Winner is announced and cells are disabled.

- Scores are updated accordingly.

3. \*\*Control Options\*\*

- \*\*Reset Game\*\*: Clears the board and keeps scores.

- \*\*New Game\*\*: Clears the board and resets scores to 0.

4. \*\*UI Behavior\*\*

- Hover effects on cells

- Animated winning line

- Dynamic text showing the current player or result

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## Technology Used

\*\*HTML5\*\*: Structure and game layout

\*\*CSS3\*\*: Styling, responsiveness, animations

\*\*JavaScript: Game logic and interactivity

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## Future Work

Here are a few enhancements planned for future versions:

- Single-player mode with basic AI

- Dark mode toggle

- Sound effects for clicks, wins, and draws

- Score persistence using `localStorage`

- Online multiplayer support

- Leaderboard or match history

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## Author

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