Logic building w games

Tic tac toe

requirements
1/ board
2/ players - multi / single
3/ symbols / players name - x,o
4/ alternative gameplay
5/ result format - win()

oops/classes/functions
js/react = frontend
Backend = x

move()
- Which player
- Move / style
    - !ifValid
        - repeat/popup/error
    - ifValid
        - Move
        - Change player
        - … ifWinner()

declareWinner()
- Declare
- Popup
- Clear board
- New game

Chess
- Rules
- ifValid()

Etc etc etc

HOMEWORK

1/ new winner function

2/ sudoku solver

3/ deploy

4/ unique game

5/ connect 4