

## Current Queue

1. Make title for my Tic Tac Toe game to tell users what kind of game it is
2. Create a table with 3 rows and 3 columns which creates the tic tac toe board for players to use
3. Player will click "Play" in order to clear the board (if it isn't already clear) and start the game
4. Player 1 can click on a box on the Tic Tac Toe board which takes up that spot on the board with an "O"
5. Color O's green to help differentiate Player 1's pieces
6. Player 2 can click on a box on the Tic Tac Toe board which takes up that spot on the board with an "X"
7. Color X's blue to help differentiate Player 2's pieces
8. Automatically switch from X to O each turn in order to switch players
9. If a player puts an "X" or "O" in a box on the Tic Tac Toe board, the other player cannot put their piece on that spot since that spot is taken.
10. If a player gets three X's (or O's) in a row (via a column, row, or diagonal), they win.
11. Once a user wins, display "X wins!" or "O wins!" so the players know a winner was found and the game is over.
12. Do not allow any other input once a winner is announced since the game is over.
13. Clear the board and start a new game once the players click "Play!"

## Backlog (if enough time)

1. Once Player one makes their move, alert 'It's player 2's turn' so Player 2 knows it's their turn to play their move (and vice versa)
2. Make it random who gets to go first
3. Highlight the color of the 3 boxes to easily show players the winning moves
4. Once a player wins, display fireworks to celebrate the win
5. Add images of X's and O's on the left and right margins of the page as decoration for the site. Possibly add JS to them.
6. Keep track of player wins in a box to show who has won more