# Tik Tok Toe

Tic-tac-toe (American English), noughts and crosses (Commonwealth English), or Xs and Os (Canadian or Irish English) is a paper-and-pencil game for two players who take turns marking the spaces in a three-by-three grid with X or O. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner. It is a solved game, with a forced draw assuming best play from both players.

## How it Works:

Game has two types of plays, you can player versus bot or you can play against another player if you want

## Files descriptions:

In this project you can see files as below:

Lobby.html  
this file is the start page of game and you can start game here. This web page contains 2 button that you can select to play versus bot or play against your friend

Index.html  
after start 2 player game at lobby.html web page this page will be started and you can play game with your friend

Game.html  
after start 1 player game at lobby.html web page this page will be started and you can play game against bot

1. styles.css  
   css file for Game.html
2. styles1.css  
   css file for index.html
3. lobby.css  
   css file for lobby.html
4. script.js  
   js file to handle game player against bot
5. script1.js  
   js file to handle player against another player

– describe file content and function contents

- Constants

## const X\_CLASS

Represents X flag in game as first player  
const CIRCLE\_CLASS

Represents O flag in game as second player

## const WINNING\_COMBINATION

Represent all winning options in game

## const cellElements = document.querySelectorAll('[data-cell]');

Represent all game cells you can see while playing

## const board = document.getElementById('board');

Represent game board. (<div class="board" id="board">)

## const winningMessageElement = document.getElementById('winningMessage');

winningMessageElement elements will be used to display win message to player

const winningMessageTextElement = document.querySelector('[data-winning-message-text]');

winningMessageTextElement is inter tag inside winningMessageElement to

display winning message

const restartButton = document.getElementById('restartButton');

player can use it to restart game

let circleTurn;

variable that indicates it is O turn or not

function startGame()

startGame create scene and clear previuos game data and make scene ready to

play

function handleClick(e)

indicate which cell clicked, it alsa determine cell is empty or not and determines with type of signs (O or X) should be placed in it

function bothandle()

if player starts a game versus bot bothandle function plays as bot player and will fill the empty cell to win against player

function endGame(draw, calss)

when game finishes , game will have three conditions :

1. You Win
2. Draw
3. Bot Loose

endGame function determine which message should display at the game webpage

function swapTurns()

this function swap palyers from O to X and X to O

function checkWin(currentClass)

after any moves checkWin function will check if any of players winn the game or not

function isDraw()

after any moves isDraw function will check the game will be draw or not , if

game is draw the corresponding message will be displayed

Here's a summary of the Tic Tac Toe project: