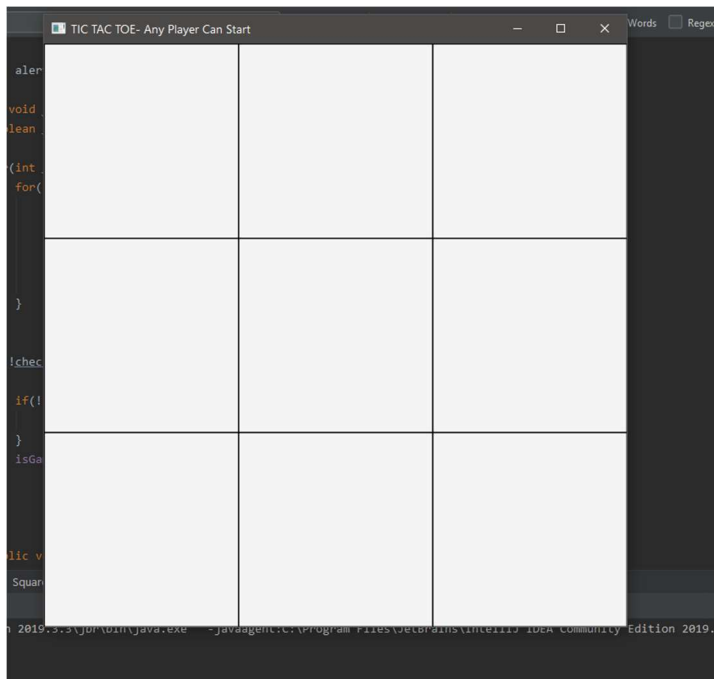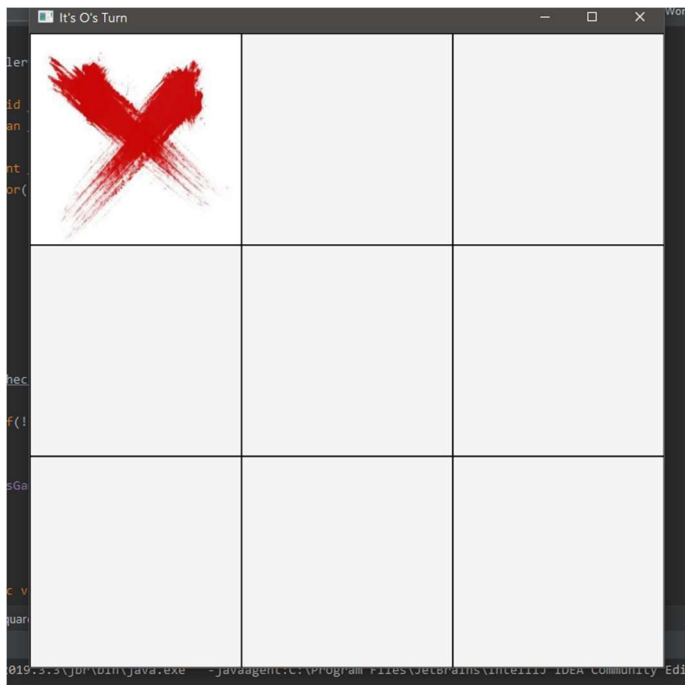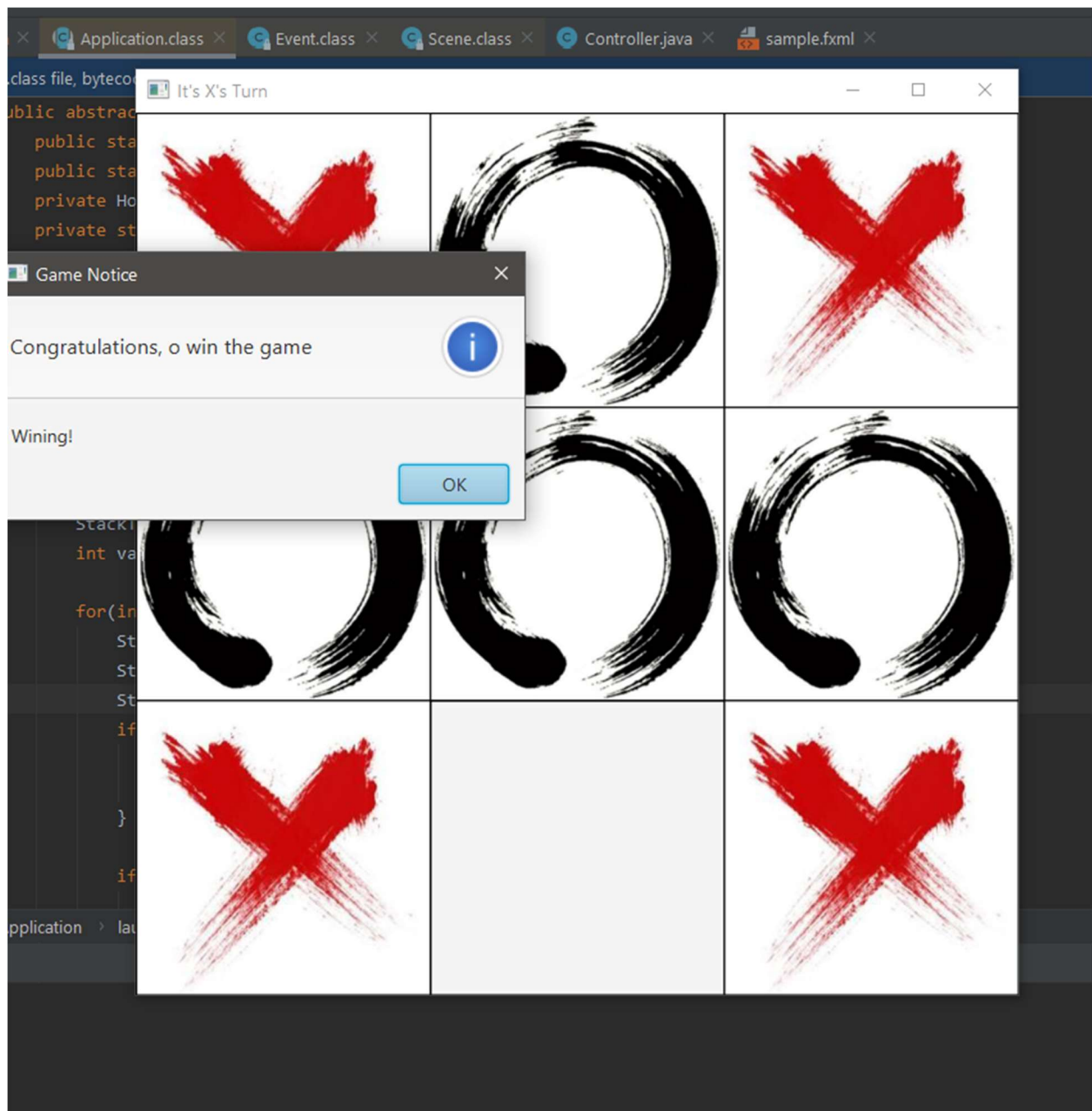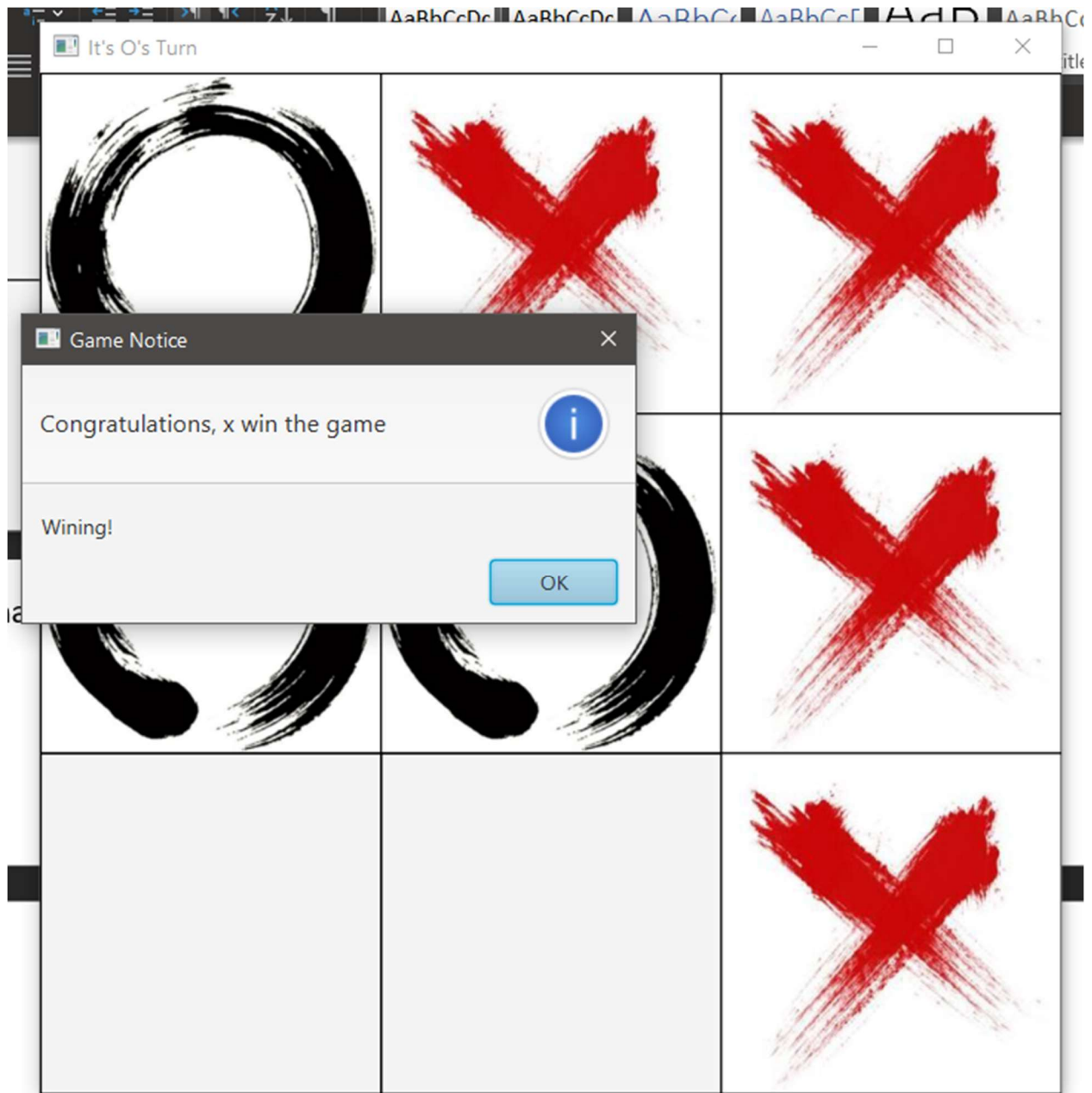Reflection:

In the beginning anyone can start the game. Right click on a box make the player choose o and primary click makes the player x.
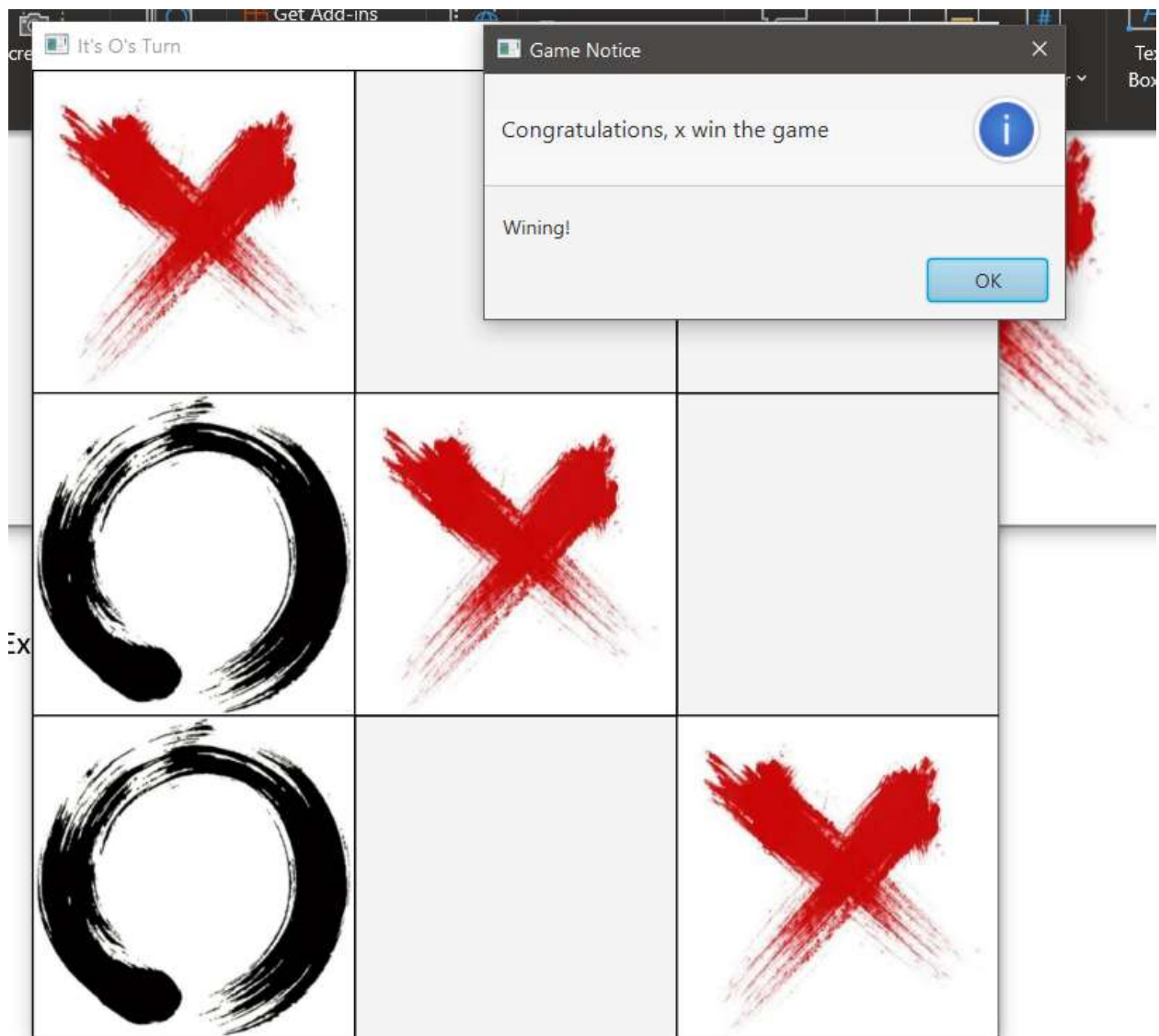

In this time, x has played so the game tells u the it's o turn.

This is an example of o winning in row

An Example of x in a column
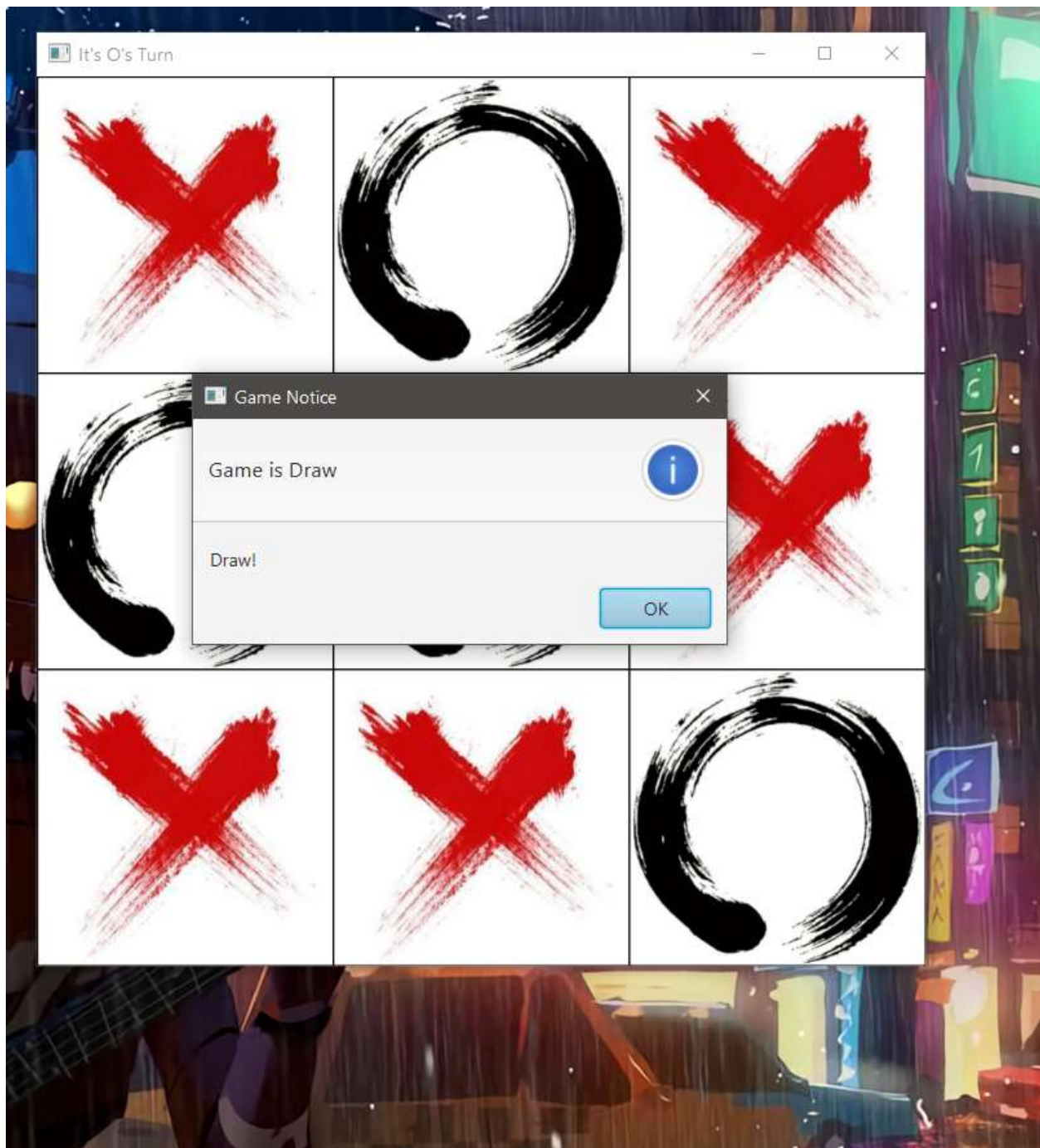
Example of diagonal win

It's O's Turn   —   □   ×

Restart game
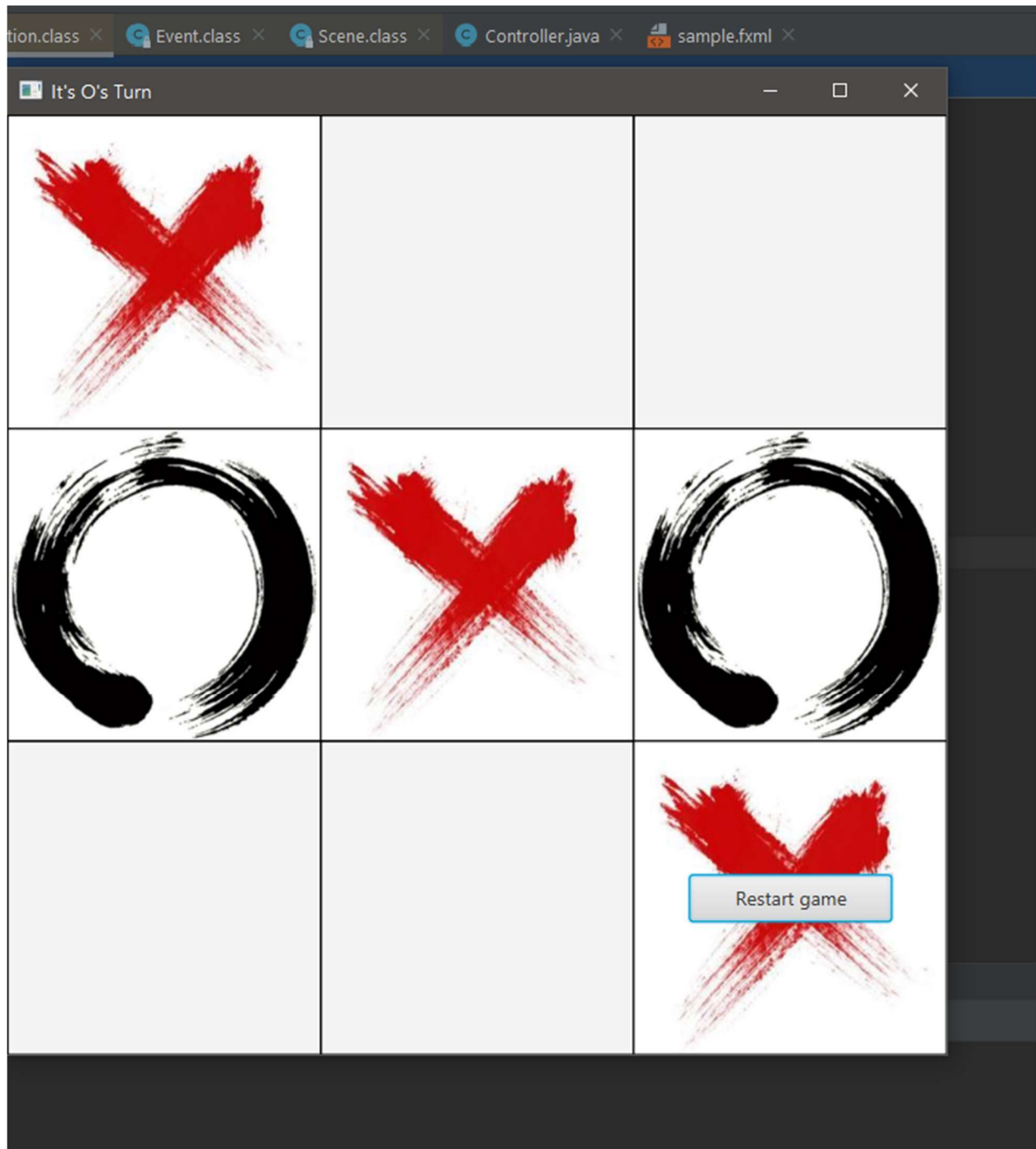
Example when the game is done , the rest button shows up and clicking it resets the board

This is an example of the game ending in a draw

My implementation is that I have a Boolean variable called isGameDone that will allow further user input for whichever's player turn if the game is not yet done.

I use alert popup boxes to declare if a game is done or a win or draw, the title of window changes to tell the current turn of the game. In the beginning the once the primary mouse button is clicked x can be chosen and if right click mouse is used then o is used. But after that whatever you click x, or o Is used depending on the current turn. When the game is done, a restart option shows up on the main window to clear the board and play again.

The way my board is set up is by make rectangles from java fx for each position and setting the fill of that rectangle with the player's x or o image and setting that rectangle's id and we keep track of all those positions using a double array called board[][] that stores these rectangles .

I keep checking in the handler for wins using check() function and for a draw using checkDraw()