TictacHoe

An image is shown depending on the gender

Tiles of the p\*star is revealed per win

At the end, the rickroll video is played

1. Grid is present
   1. A loop that creates a grid based on input size
   2. Call grid size of 3
2. Screen is blank
   1. Screen div initially blank
   2. A function that changes div label based on input string
3. Player automatically prompted for name
   1. At loading, the player is prompted for a name
4. Player enters name
   1. Only non black inputs are accepted
5. Name is stored
   1. A game data file stores player name under property (Player[])
6. Game round is at 1
   1. A game data file stores game round name under property gameRound (let gameRoundCounter)
   2. gameRoundCounter is set to 1
7. Game step is at 1
   1. A game data file stores game round name under property gameStep (let gameStepCounter)
   2. gameStep is set to 1
8. Screen tells player it is his or her turn and the current round and score
   1. Screen function is called with “your turn”
9. Player marks tile by clicking
   1. Objects for each tile are declared
   2. An event listener is added to the tiles
   3. Upon click, the tile changes style depending on the input clicked tile id and the clickers id
10. In the next turn or step update available tiles, tiles owned of player, step count, and pattern check
    1. Update tiles available for AI
    2. Update tiles owned by player who recently finished step
    3. Add +1 to step
    4. Check pattern for winners of round, update score as necessary, also updates the roundwinner
    5. Check for round end
    6. Check for game end
11. If game step is equal to, or greater than 5, pattern will be checked for round winner
    1. If gameStep >= 5, the pattern checker will be called
    2. Event listener when the variable value is changed
    3. ~~The current holding of the players tiles is stored in playerTiles~~
    4. ~~playerTiles is reset and refreshed whenever the gameStep changes~~
    5. ~~The pattern checker checks the all winning patterns against the current pattern of the input pattern of the current player~~
    6. ~~patternChecker changes the roundWinner value and playerScores values~~
12. If there is a round winner, round will be ended
    1. Tiles will be set to blank styles
    2. Available tiles for the AI is also set to clear and then set to 1-9 again
13. Game step is increased to 2
    1. gameStep is set to 2
14. Screen tells player it is the AI’s turn
    1. Screen function is called with “AI’s turn”
15. AI chooses from a list of available tiles
    1. Available tiles is refreshed and updated per change in gameStep
    2. AI chooses randomly the tiles that are available
16. AI also marks one tile of choice
    1. Style of the tile is changed
17. If game step is equal to, or greater than 5, pattern will be checked for round winner
18. If there is a round winner, round will be ended
19. If the round is ended, screen tells who won the round and the current scores
20. Game round is increased to 2
21. Another round starts again, ensure the following variables are reset
    1. roundWinner to none
    2. AI available tiles to all
    3. playerTiles to zero
    4. Screen div
22. When round score of any player reaches 3, end the game
    1. Game data called isEndGame is set to yes
23. When the game is ended, screen tells who won the game and the current scores
    1. roundWinner to none
    2. AI available tiles to all
    3. playerTiles to zero
    4. Screen div
    5. Player names to blank
    6. isEndGame to no
    7. Prompt for player name again