

Tic Tac Toe Planning Notes

Your app must:

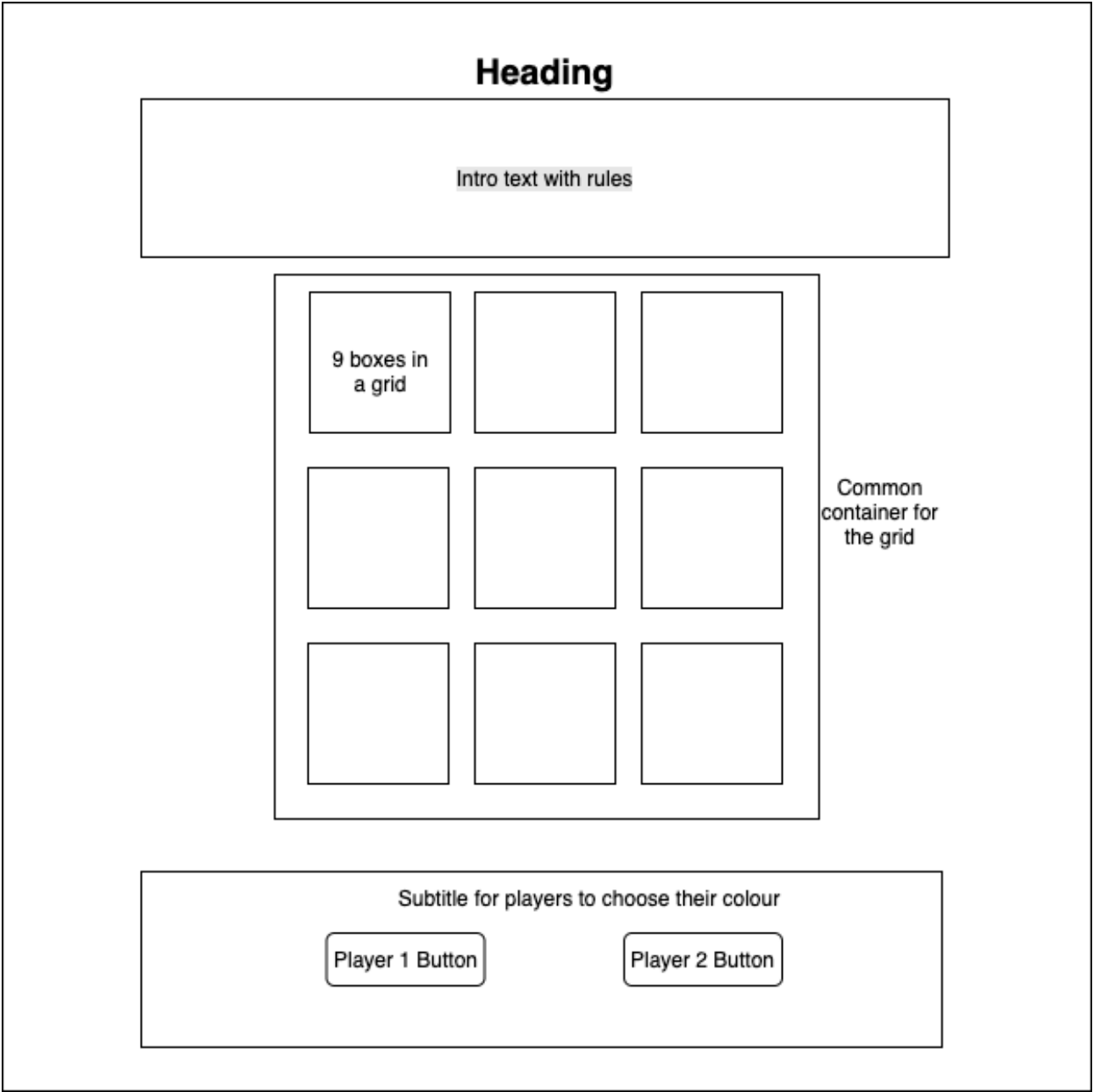
- **Render a game in the browser**
- **Switch turns** between more than one player
- **Design logic for winning & visually display which player won**
- **Include separate HTML / CSS / JavaScript files**
- Stick with **KISS (Keep It Simple Stupid)** principles
- Use **Javascript** for **DOM manipulation**
- **Deploy your game online**, where the rest of the world can access it
- Use **semantic markup** for HTML and CSS (adhere to best practices)

Interpretation and goals:

- The game should be playable in google Chrome, from my gitHub account
- The players can switch turns using a button (with an automatic switch occurring if time allows for coding)
- The game should determine if a column, row or diagonal line of boxes have the same value (colour, with graphics if time allows)
- Javascript can modify the background colour of the div's, and possible their output as the game is played
- Upload the final version to gitHub

Layout:

To be accomplished using a combination of CSS grid and HTML



HTML:

- Use semantic tags and keep class names or id's clear and concise
- Ensure that the html is properly formatted including indentation
- Contain all the content of the page, excluding CSS and javascript
- Link to the CSS and javascript
- Contain the rules and all the necessary items for a game to be played

CSS:

- Use CSS grid for the layout of the game grid
- Also ensure the layout has the content centred on the page
- Keeps the items spaced for easy viewing
- Ensure the texts formatted in an easily read fashion

Javascript:

- Update the individual cells visually when a player clicks on a cell
- Have the "board" as an array
- Use the array as a reference to determine if a player has won.
 - E.G boardArray = [0,0,0,0,0,0,0,0,0]
 - Player one plays in cell 4, changes array to [0,0,0,1,0,0,0,0,0]
 - Player two plays in cell 1, change array to [2,0,0,1,0,0,0,0,0]
 - Logic to tell if cells 1, 2 & 3 are the same players value, then player 1 wins.
- If time allows I'll add a random 1st player function and the ability
- Also the ability for the code to switch between the players