**Enhancements to the Web-Based Application: Tic-Tac-Toe Game:**

During the in-class project, I developed a basic web-based Tic-Tac-Toe game with minimal styling and fixed dimensions for the game grid (3x3). This initial version lacked flexibility in customizing the gameplay experience and had only rudimentary visual design. However, I have significantly enhanced the application through various modifications and improvements, which I will outline below.

**1. Customizable Grid Dimensions**

Initial State: The original version of the Tic-Tac-Toe game had a fixed grid size of 3x3, which could not be altered by the users. This limited the scope and variety of the game, offering a single, unchangeable format.

Enhancement: I have added a feature that allows users to select the number of rows and columns for the game grid before starting. This customization option enables users to play on larger or smaller grids (e.g., 4x4, 5x5), providing a more dynamic and engaging experience.

**2.Player Name Input**

Initial State: In the initial version, players were identified only as "Player 1" and "Player 2," with no ability to personalize their experience by entering names.

Enhancement: I have introduced input fields for both players to enter their names before the game begins. This small but important improvement adds a personal touch to the game, making it feel more interactive and engaging.

**3.Improved CSS and Visual Design**

Initial State: The basic design of the original version was functional but lacked aesthetic appeal. The CSS was minimal and did not provide a visually pleasing interface.

Enhancement: I significantly revamped the visual design of the application by implementing modern and responsive CSS. Some of the improvements include:

Grid Styling: I applied clean, well-defined borders to the game grid, making each cell more distinct and enhancing the user experience.

Responsive Design: Ensured that the layout adjusts gracefully to different screen sizes, making the game accessible across devices, from mobile phones to larger desktop displays.

**4.Enhanced User Interface and Game Flow**

Game Status: I enhanced the game by adding real-time feedback on whose turn it is and which player wins, making the experience smoother and more user-friendly.