

Assignment 3: Tic-tac-toe

Overview and requirements

You must replicate a functional a tic-tac-toe game using Angular:

- the game board should consist of a 3x3 grid of squares, with each square being clickable and each square should start out empty.
- the game should start with player X's turn.
- when a player clicks on a square, it should become marked with that player's symbol (either X or O, depending on whose turn it is).
- after a player makes a move, it should become the other player's turn.
- if a player gets three symbols in a row (either horizontally, vertically, or diagonally), all 3 winning symbols will be crossed and the game should end.
- and that player should be declared the winner.
- if all squares are filled and no player has three symbols in a row, the game should end in a tie.
- after the game ends, the players should be given the option to start a new game.

