I couldn’t get both players to play on the same database. When the user types their name in, it keeps saying childSnapshot.key() does not exist, which means that there is no key for the child. However, as I look at the firebase, I can see that there is a child when the user types their name and hits start. It shows the name of the player, wins, and losses. And does this for both players. However, it keeps coming around and referencing this childSnapshot.key().

After solving this problem, I would create turn1, turn2, and turn3 methods that would dynamically create buttons for each player’s turn and display the winner, all variables will need to be changed and the on value change listener should pick up on it in the database.