Tic-tac-toe

For this test, we would like you to build a Tic-tac-toe game. There is no need for any server, build solely the front-end web app. You may use any libraries or framework you like. We suggest you use bootstrap for the styling.

You should not take more than **two hours** to complete this task. Please **start by making the tic-tac-toe game work**, then focus on the styling.

The app should be in two parts:
- Step 1: pick names of player 1 and 2.
- Step 2: the actual game.

We expect the game to be functional:
- The line at the bottom tells which player's turn it is "It's your turn [player name]!".
- Upon clicking on the cells, and depending on which player's turn it is, a red X or green O will be displayed (you may start by just coloring the cell in red or green and implement the X and O signs if you have time during the styling of the app).
- If a player has three aligned signs, then a message will be displayed on the page giving the name of the winner. The game is then dead (no more user interaction possible).
- If the grid is full, a message is displayed on the page saying "Game over!".
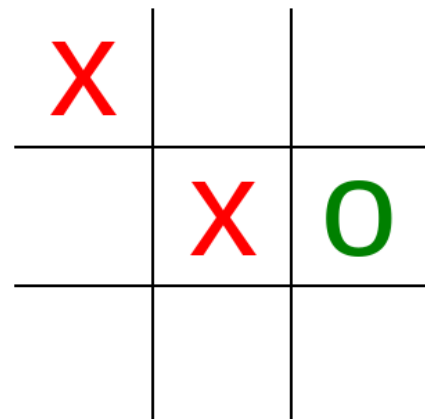
Example of possible result: