DOTSCREEN APPLICATION TEST
3 hours max

You can do this test
- on Kotlin for Android phone
- on Swift for Iphone
- **OR** on Javascript/CSS/Html5 for browser.

We would like to be able to run this test on Smartphone (for Android or iOS), on Chrome (for JS).

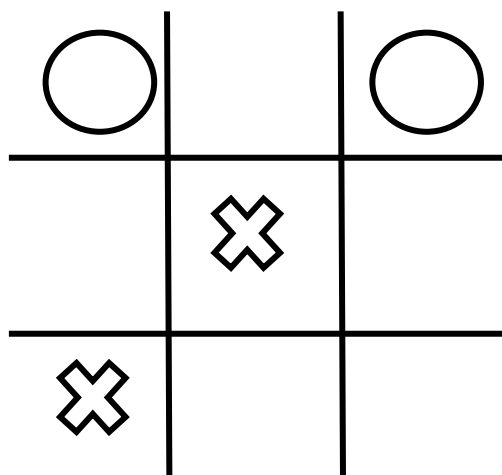Complete this exercise in **3 hours max**.

Could you please confirm by email that you have well received this email, and everything is ok for you.

Send us your code, when the test is over (by email or Github)

Develop a TicTacToe game, using only the standard SDK for Android, and no framework for Javascript. the main features are:
- 2 players. the first click is for player1, the second for player2, the third for player1...
- board is 3x3
- each time a player win (your code detects this case), you will increase his score and erase the board to start a new match.
- display a clock on the top of the screen (MM:SS), countdown from 03:00 to 00:00, with a refresh every second. at 00:00, a pop-up display on screen the winner and the score (Winner: Player X 5/2!)

here is, as an example, the look and feel you can use for your test... the green arrow shows which player should play now...