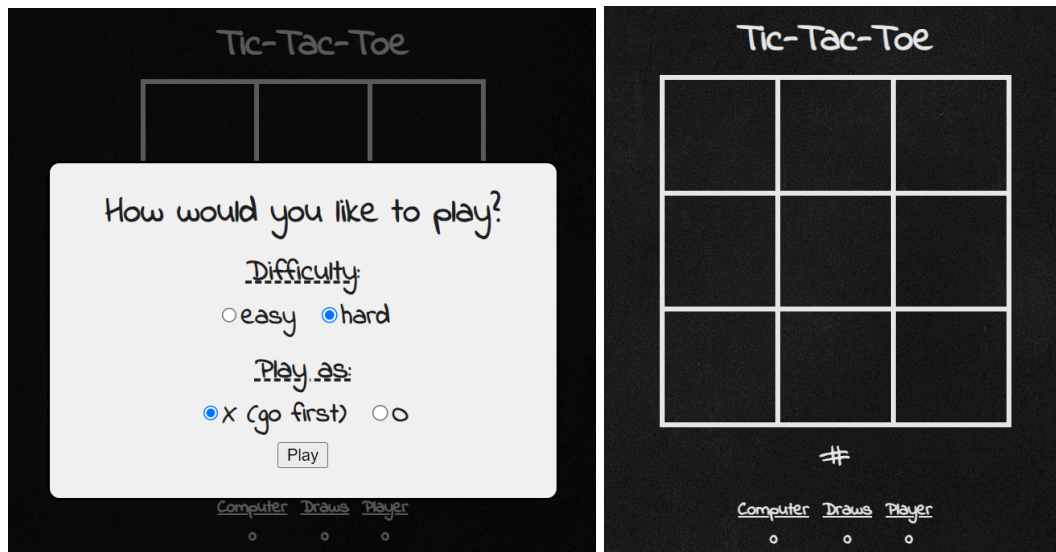


TIC TAC TOE

Design 1



Note: These designs are for insight. You can use/modify any if you want or find another.

INSTRUCTION

Description: Create a Tic-Tac-Toe game where a human player can play against the computer or another human player. The first player can decide to play with ("X" or "O") from the beginning of the game. Players take turns to place their mark ('X' or 'O') in an empty cell of a 3x3 grid. The first player to get three of their marks in a horizontal, vertical, or diagonal row wins the game. If all nine squares are filled and neither player has three in a row, the game is a draw.

1. Create a repo called **"tic-tac-toe"** in your GitHub account
2. Clone the repo to your machine
3. Create the following files in the cloned repo: **index.html**, **style.css**, & **script.js** and link them
4. Design your game
5. Test and make sure it's working
6. **Push** the project to GitHub, create a **GitHub page**, and share the link in the group

BONUS

- Make your game smart like in the example project
- Add audio to your game like in the example project

TIPS

There are eight (8) winning combinations

1	2	3
4	5	6
7	8	9

[1, 2, 3],
[4, 5, 6],
[7, 8, 9],
[1, 4, 7],
[2, 5, 8],
[3, 6, 9],
[1, 5, 9],
[3, 5, 7]

If “X” or “O” fills any of these combinations, the player with the letter wins.

OUTCOME

This project will help you achieve the following:

- Get more familiar with DOM manipulation
- Do more practice with EventListeners
- Do more practice with conditionals
- Using arrays and array methods
- Using in-built JS functions and methods: setTimeout(), setInterval(), clearInterval()
- Understand Function parameters

Example Project

<https://ejaygbay.github.io/tic-tac-toe/>