

# TIC TAC TOE GAME

## # Tic-Tac-Toe Game

### ## Project Overview

This project is a classic two-player Tic-Tac-Toe game implemented using HTML, CSS, and JavaScript. The game features a simple, user-friendly interface and allows two players to take turns placing their marks (X or O) on a 3x3 grid. The game also includes logic to check for win conditions and ties, ensuring a complete game experience.

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### ## Project Objectives

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- Create a user-friendly interface for the Tic-Tac-Toe game using HTML and CSS.
- Implement the game logic in JavaScript, allowing two players to take turns and determine the winner.
- Ensure that the game is responsive and works on both desktop and mobile devices.

## ## Features

- **Two-player mode**: Players can take turns to place their marks on the grid.
- **Win detection**: The game detects when a player has won by getting three marks in a row, column, or diagonal.
- **Tie detection**: The game recognizes a tie when all cells are filled without any player winning.
- **Reset functionality**: A reset button allows players to start a new game.

## ## Technologies Used

- **HTML**: To create the structure of the game.
- **CSS**: For styling the game and ensuring a responsive design.
- **JavaScript**: To implement the game logic and handle user interactions.

## ## Installation

# TIC TAC TOE GAME

To get a local copy of the project up and running, follow these steps:

1. **\*\*Clone the repository\*\***:

```
``bash
```

LINK:

## Usage

1. Open the game in your web browser.
2. Players take turns clicking on empty cells to place their marks (X or O).
3. The game will automatically detect if a player wins or if the game ends in a tie.
4. Click the reset button to start a new game.

## Project Structure:

tic-tac-toe/

├── index.html     # HTML file that contains the structure of the game

├── styles.css     # CSS file for styling the game

├── script.js      # JavaScript file for game logic

└── README.md     # Project documentation

## Game Logic

- **Player Turns:** Players click on the cells to place their marks. The game alternates turns between X and O.

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- **Win Conditions:** The game checks for three marks in a row, column, or diagonal to determine the winner.
- **Tie Conditions:** The game checks if all cells are filled without a winner to declare a tie.
- **Reset Functionality:** The reset button clears the board and starts a new game.

## License

This project is licensed under the MIT License. See the LICENSE file for details.

## ### Summary

This README file includes all the necessary sections to help users understand and use your Tic-Tac-Toe game. You can adjust the content as needed to fit your specific project details.