# Tic Tac Toe Status update
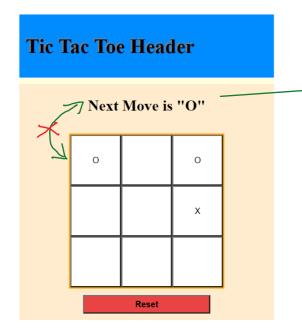
- How do I update the status here?

## Challenge

- Status component is the child of Game Component
- Next Move is part of Board Component
- Board and Status are siblings.
  - They can't interact directly
- Status can't access state of Board
- Board can't pass information to child

## Solution — Upstate

- We should move the state info from Board to Game just the way we moved from cell to board
- Now since both board and status are part of game, they can share the same information
- Game should pass necessary information to
  - Board
    - Board should pass same info to the cell
  - Status
- Cell should call the handleCellClick method from Game and not from Board