

tic-tac-toe



# Questions to ask



- What HTML do I need?
- What CSS do I need?
- What JS do I need?

# What HTML do I need?

- Concerned with the structure of the page
  - What elements to use?
    - `div`? `button`? `img`?

# What CSS do I need?

- What kind of layout do I want?
  - How can I achieve it with position and display properties?
- How do I achieve the look and feel I want?
  - What colours, font, or how much whitespace to use

# What CSS do I need?

- Responsiveness
  - `@media (max-width: 426px)`
- Bootstrap grid system

# But where do we start? 🤔

- Prioritise! In other words, build what is important first

# Is it important to the functioning of the game?

- Some things are ESSENTIAL to the functioning of the game, i.e., the game cannot work without them
  - e.g., 3x3 grid

# Or is it just nice to have?

- Other things are nice-to-haves, e.g., the marker appears when you hover on the grids



# Important or nice to have?

- Ask yourself this when you look at the elements and styling you want on your game
- Can the game function without it? If yes, build it first; else, build it later
- Focus on the **IMPORTANT** features first

# Colour palettes

- <https://colorhunt.co/>

# Icons

- Flaticon
- Font Awesome

# Favicon

```
<link rel="shortcut icon" href="favicon.ico" type="image/x-icon">
```