**Website Building: Weekend**

**Assignment**

HTML/CSS - Tic Tac Toe

The following exercise contains the following subjects:

* HTML + CSS + JavaScript

**Submitting instructions:**

Please add the following:

* A link to the repository
* Free text – a description of the app. Stuff you found hard to implement, known bugs, and your review of this assignment.

**Understanding the task**

The Tic Tac Toe game we all know from childhood.

The rules:

1. The game is played on a grid that's 3 squares by 3 squares.
2. You are **X**, and your friend is **O**. Players take turns putting their marks in empty squares.
3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

**Must Do:**

* Title and a short description of the game.
* 3x3 game board play by the rules.
* Announcement of the winner at the end of the game.
* A button to restart the game at any time.

**Approaching the assignment**

1. Sit down and think about the implementation
2. Different functionalities
3. Things that should be in HTML
4. Things that should be generated on the fly using JS
5. **Write a lot of pseudo-code before typing one bit of code!**
6. Start small.
7. Try to make it as close to a complete product as you can.

Tips

1. Prefer using CSS classes instead of dynamically changing CSS properties in JS.
2. Create an object that holds all the logic.
3. Break down the main functionalities into different functions.
4. Hardcode the containers in HTML.
5. Separate your concerns. A separate HTML file, CSS file, and JS file.

**Geek out**

Extra Features:

* A clock that counts the time of the game.
* The time limit for each turn.
* A board that counts the results of the players' games.

**Unleash the ninja**

* Larger game board (the streak to win still needs to be 3 cells long)
* Play against the computer