

React Game Tutorial: Build a Tic-Tac-Toe React Game

Level up your game development with React JS. This intermediate React.js training teaches you how to create dynamic games using React, covering key concepts like client-server programming, player input handling, and hosting React/MERN apps. Perfect for onboarding new developers or as a programming reference resource. Master React and build your own game today!

[CBT Nuggets course material](#) →

WEEK 1

Build a Tic-Tac-Toe Game with React: The Basics 139 min.

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Displaying the Tic-Tac-Toe Grid	1
Tracking Player Moves	1
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Build a Tic-Tac-Toe Game with React: Calculating Wins and Refactoring Components

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Deciding Who Wins and Ending the Game	18
Calculating Vertical, Diagonal, and Corner Wins	14
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Build a Tic-Tac-Toe Game with React: Full-Stack Basics

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Basic Server-Client Communication Strategy	1
Waiting for Players to Join	1

Build a Tic-Tac-Toe Game with React: Complete Full-Stack Conversion

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Getting Player Input and Implementing the Game Loop	1

Keeping Players' Boards Synchronized and Ending the Game 1

Build a Tic-Tac-Toe Game with React: Publishing a Full-Stack MERN Application

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Build a Tic-Tac-Toe Game with React: Improving Multi-Player Experience

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Joining Games by ID 1

Publishing Changes to Heroku 1

Build a Tic-Tac-Toe Game with React: Finishing Touches

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