A picture containing object, clock, meter

Description automatically generated

**Tic-Tac-Toe Game:**

Performance Comparison on different AI Algorithms

Anuj Parikh

Guide: Vahid Behazadan

Artificial Intelligence CSCI – 6660

Game Playing is a significant artificial intelligence domain. As game playing required intelligence and decision making, we can easily testify machine intelligence by making machine that can play game. Games do not need a lot of expertise; the only information we need to have is the rules, the legal moves, and the winning or losing conditions.

Both players are trying to win the game. Therefore, both are trying to make any turn the best move possible. I want to build Tic-Tac-Toe game with studied AI algorithms in class and report performance comparison.