

CLERVAL ANTOINE
DE BASTARD ALARIC
JOURDET LUCAS

TICTACTOE PROJECT

The problem : Can we predict statistically which move is the best for tic tac toe ?

Hypothese : playing the corner is the best stratagem

The project presents the probability approach of winning a game of tic tac toe when one of the players plays at random and the second player has undergone machine learning training. The idea is also to visualise which stratagems are the most optimal and effective for guaranteeing victory or at least never losing when playing against a beginner or an experienced player.

Ressources : stackoverflow, open classroom and videos

Results :

