**Name** = Bisma Asif

**Section** = BSDS-3A

**Roll no** = 069

Task 8 documentation

### ****Description:****

### To write and implement code for the Min-Max Algorithm, which is used in game-playing AI to make optimal decisions.

### ****Features:****

### Works for two-player games (Maximizer and Minimizer).

### Uses recursion to explore all possible moves.

### Selects the best move assuming both players play optimally.

### Evaluates leaf node scores and propagates the best result upward.

### ****Logic Used:****

### he algorithm builds a game tree where:

### Max player tries to get the highest score.

### Min player tries to minimize the score.

### When the maximum depth (end of game tree) is reached, the algorithm returns the score of that state.

### The Max node takes the maximum of its child nodes.

### The Min node takes the minimum of its child nodes.

### The final result gives the optimal value or best possible outcome for the maximizing player.