Project 3: Minimax

Due Date: 02/23/2018 at 12:00pm

Part 1

Using the java code provided in class, implement a minimax based Tic-tac-toe agent. If you correctly implement minimax, your agent should be unbeatable.

Part 2

Using the java code provided in class, implement a minimax based Connect-4 agent. Use techniques such as depth limited, iterative deepening, and alpha-beta pruning to create a good player that is hard to beat.

What to turn in?

e-mail the minimaxag.java files for Tic-tac-toe and Connect-4.