───── MODULE *tictactoexstrat* ─────

$MoveX \triangleq$

$\quad \wedge nextTurn =$ "X" Only enabled on X's turn

$\quad \wedge \neg Won($"O"$)$ And X has not won

$\quad$ This specifies the spots X will move on X's turn

$\quad \wedge \vee \wedge BoardEmpty$

$\qquad\quad \wedge StartInCorner$

$\qquad \vee \wedge \neg BoardEmpty$ If it's not the start

$\qquad\qquad \wedge \vee \wedge CanWin$

$\qquad\qquad\qquad \wedge Win$

$\qquad\qquad\quad \vee \wedge \neg CanWin$

$\qquad\qquad\qquad \wedge \quad \vee \wedge CanBlockWin$

$\qquad\qquad\qquad\qquad\quad \wedge BlockWin$

$\qquad\qquad\qquad\qquad \vee \wedge \neg CanBlockWin$

$\qquad\qquad\qquad\qquad\quad \wedge \vee \wedge CanTakeCenter$

$\qquad\qquad\qquad\qquad\qquad\quad \wedge TakeCenter$

$\qquad\qquad\qquad\qquad\qquad \vee \wedge \neg CanTakeCenter$

$\qquad\qquad\qquad\qquad\qquad\quad \wedge \vee \wedge CanSetupWin$

$\qquad\qquad\qquad\qquad\qquad\qquad\quad \wedge SetupWin$

$\qquad\qquad\qquad\qquad\qquad\qquad \vee \wedge \neg CanSetupWin$

$\qquad\qquad\qquad\qquad\qquad\qquad\quad \wedge MoveToEmpty($"X"$)$ No more strategies. Pick spot

$\quad \wedge nextTurn' =$ "O" The future state of next turn is O