



AI in GAME PLAYING

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Introduction

Artificial Intelligence (AI) has played a significant role in game playing for many years, with the goal of creating more intelligent and challenging opponents for human players. The use of AI in game playing has evolved over time, from simple rule-based systems to advanced machine learning algorithms that can learn from their experiences and adapt their behavior over time.



Application of AI in GAMING

*Non-player characters
(NPCs)*

Gameplay

Fraud detection

Game design



Limitations of ARTIFICIAL INTELLIGENCE

Cost

*Limited
intelligence*

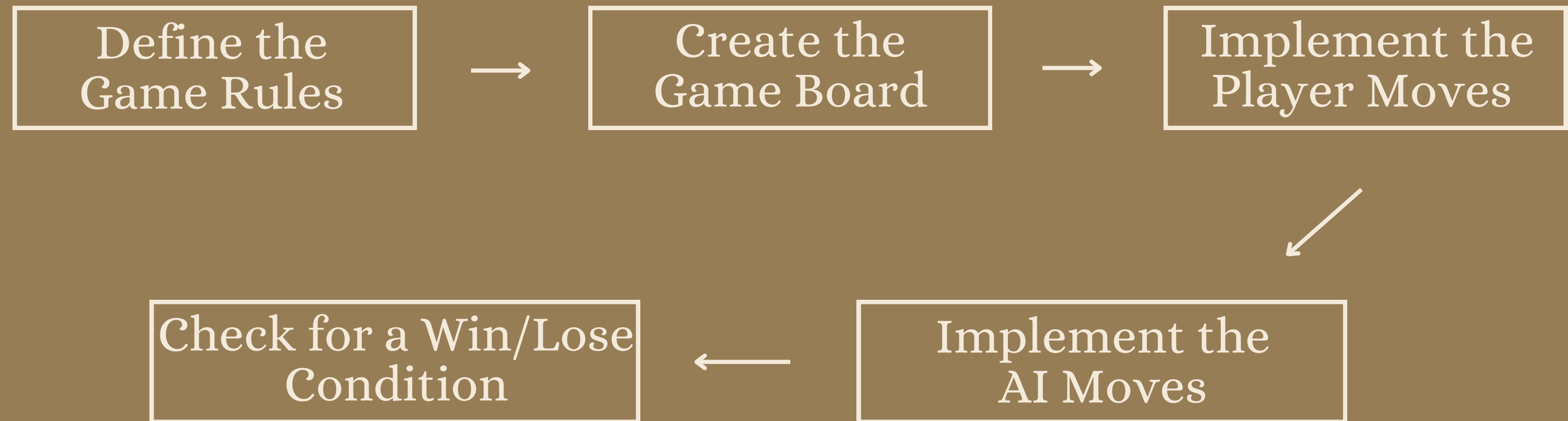
Complexity

Lack of creativity



CREATING TIC TAC TOE USING AI

Steps



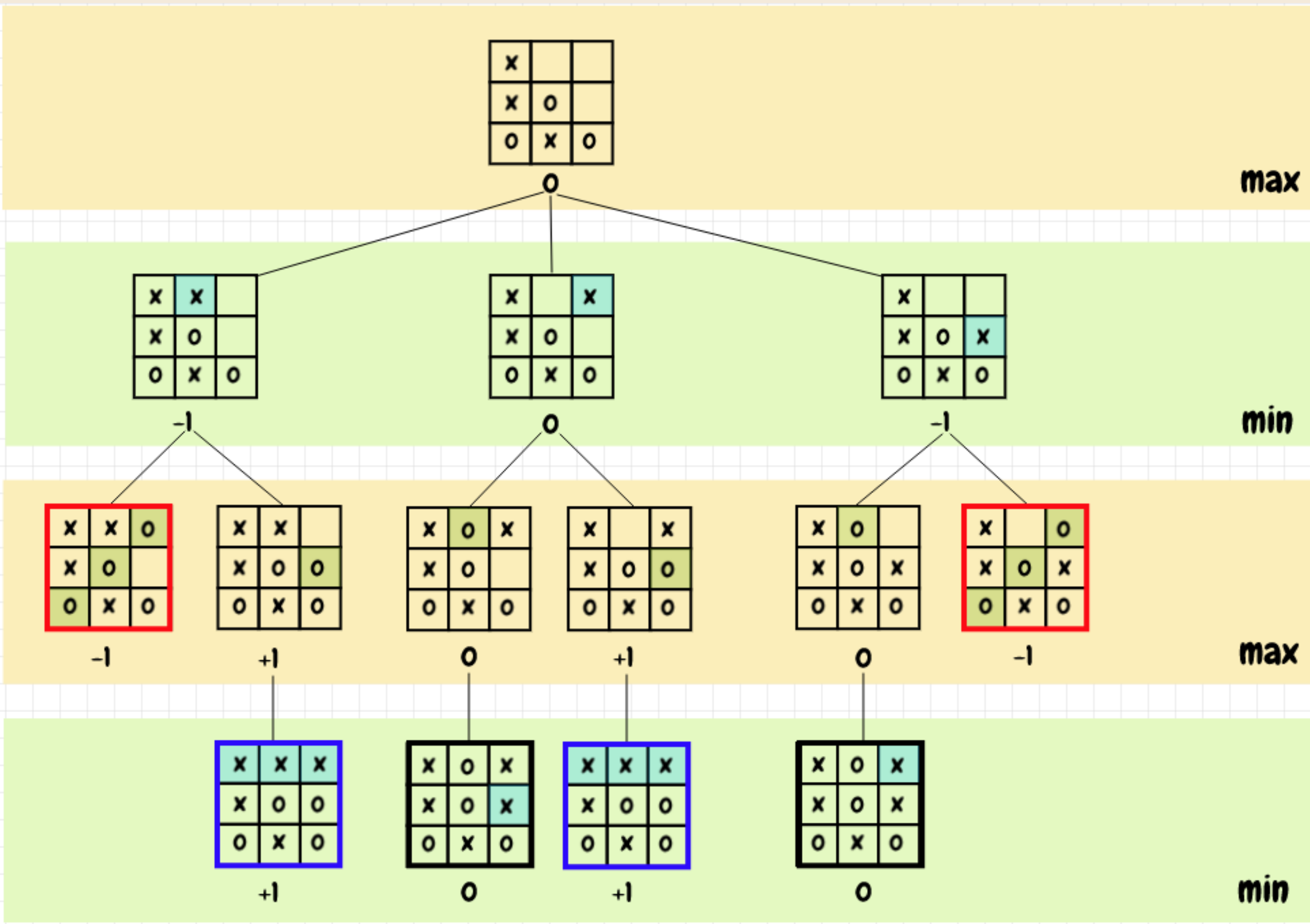
WHAT IS MINIMAX?

The slide features a light beige background. In the top right corner, there is a large, partially visible gold circle. In the bottom left corner, there is a smaller, partially visible gold circle. A thin, horizontal gold line spans the width of the slide, positioned just above the bottom edge.

X wins: +1

O wins: -1

Draw: 0





Thank You

for listening.
