In Week 5, we learned about Games and Adversarial Search. As students are busy with Assignment 1, we will keep this practical a lightweight one and you only need to learn about these algorithms using the code base aima-python that comes with the textbook. You will need to run the Jupyter notebook games.ipynb and follow the explanation there. There could be some bugs when running this notebook and you will have to fix them (by looking at the Python scripts games.py and notebook.py and fix some of the issues in the notebook accordingly (e.g., minimax -> minmax, super. -> super()., alphabeta -> alpha_beta, etc.)