

MACHINE LEARNING



Play for yourself at: machinelearningxo.github.io

Can you beat our AI?

We have created an Artificial Intelligence opponent to give players a challenge when playing the game by themselves.

Our AI is written based on the minimax algorithm; which predicts the next moves and chooses the best possible option on the board.

We have also added alpha-beta pruning to the minimax to reduce the number of possible moves to make when playing Gomoku.









