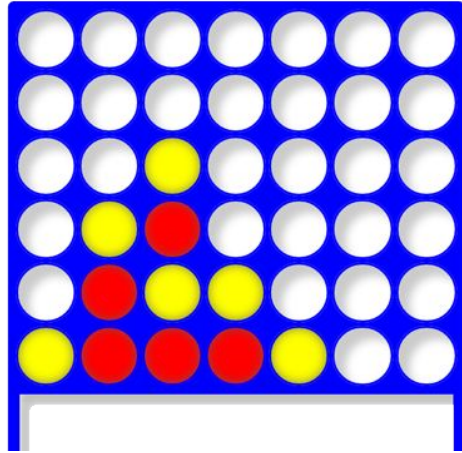# AI&P Final Project - Speech controlled 4 in a row
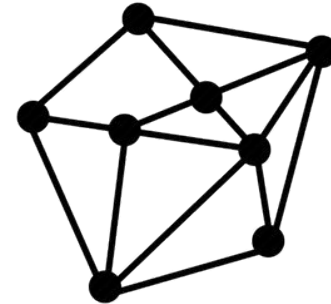
PLAYER   **VS**   **MINIMAX ALGORITHM**

Team 25 - Laura Schep (s2237725) & Mats van Braam (s2327712)

Schematic visualization structure

KeyBoard_Handler

Main

player_actions

Multiple variables

GameControls

print_board

PlayingField

Voice controls

Mats van Braam, Laura Schep