Engage 2020

ENTERTAIN THE CREW

Project:

Unbeatable Tic-tac-toe game using Minimax algorithm

Uniqueness of the Solution

+ Features:

- **★** Multiplayer
- ★ Hints and instructions
- **★** Timer

Suggestions:

➤ Score Board:

- Introduce reset board and reset score options for starting a new game with running scores and starting a new game afresh respectively.
- Map a variable for each of the players to increment (if wins) and display the scores.

➤ Undo/Redo:

 Declare a data structure which could store the states of the board [~adding prevState of AppProvider.js in a stack]. Display two states back for undo or two states ahead for redo and continue the game.

➤ Hints:

 Declare a variable which could read all the cells of the current state of the board, lookup for a move in a dataset composed of all best possible moves for current move and output it on the screen.

➤ Timer:

 Set a timer for each move of the players. If the player's thinking time exceeds the limit, he/she loses.

➤ AI+

 Allot some arbitrary thinking-time for the players to make a move and if it exceeds the limit, the AI can make a random move.

Bottlenecks:

Timer -

- Malfunction of the timer if New Game with Timer button is clicked before the Timeout.
- **Complication:** duplication of the variable count of the state.

Code Quality

Size = 344 KB

Cyclomatic complexity value = 6

- minimax.js = 6
 - Metrics:-
 - There are **8** functions in this file.
 - Function with the largest signature takes 3 arguments, while the median is 1.5.
 - Largest function has 8 statements in it, while the median is 1.
 - The most complex function has a cyclomatic complexity value of
 6 while the median is 1.
- serviceWorker.js = 5
 - Metrics:-

- There are **16** functions in this file.
- Function with the largest signature takes 2 arguments, while the median is 1.
- Largest function has **8** statements in it, while the median is **1**.
- The most complex function has a cyclomatic complexity value of
 while the median is 1.
- Other js files have cyclomatic complexity value 1.