MINI PROJECT

state space diagram

The capability of a machine to imitate intelligent human behavior.

The algorithm isn't Randomization, the algorithm reacts to the user interaction on its own. So basically, our program can be called as an AI as it demonstrated it’s intelligence in the sense of reacting to

min-max Algo - alpha-beta pruning

for Difficulty -

Master: Unbeatable AI

Hard: any from the first 2 best moves

Amateur: random move from the first 3 best moves

Beginner: random move from the first 5 best moves

Dates:

2nd Feb - Status checking meeting

5th Feb - Final meet to verify process