* Step 1: Env
* Step 2: Random player
* Step 3: Greedy player
* Step 4: Minimax player 1 – Win loose score metrics
* Step 5: Minimax player 2 – alphabeta-pruning
* Step 6: Minimax player 3 – Custom score metrics
* Step 7: Minimax player 4 – Stored param
* Step 8: Negamax player
* Step 9: pvsplayer
* Step 10: Starting moves
* Step 11: Qlearner – Qtable
* Step 12: Qlearner – DQLearning
* Step 13: Testing & Visualize
  + Folder description
  + A sample gif of a Game
  + A Comparision table