TASK -1

The AI cannot make a move on the same row as the human's last move. It must skip that row for one turn, but is required to play on it the following turn.

Case – 1:

		A1		H4	
	A2	H1			
			H2	A3	
A4	H3				

Move Sequence:

Human gives move at H1 cell.

(Row 3 is blocked for AI for now, but must give move in following turn).

AI moves at cell A1.

Human gives move at H2 cell.

AI moves at cell A2 (A2 must be on row 3).

Case – 2:

If human gives two consecutive moves at the same row, then AI can move anywhere except that row.

	A1				
	A3	H1	H2		
	A2				
				H3	

Move Sequence:

Human gives move at H1 cell.

(Row 3 is blocked for AI for now, but must give move in following turn).

AI moves at cell A1.

Human gives move at H2 cell.

AI should have given move on row-3, but since it is blocked as H2 is at row-3, so, AI can give move randomly anywhere except the blocked row (row-3).

TASK – 2

When the human makes a move and the turn shifts to the AI, perform the following check **before** the AI plays:

1. Check Human Orb Count.
   Determine if the total number of orbs owned by the human is even.
2. If Even:

   Show the orb count of human and AI on frontend.

   Else

   Don’t show orb count.