

All algorithms work correctly with both the base case of depth -1 and custom depth.

### MINIMAX:

5x5 at k= 4 the depth is 3 is best AND OPTIMAL

6x6 at k = 4 and depth 3 is good

### Alpha Beta Pruning:

Works for 5x5 and 6x6 @ depth 3 with significant increase in performance

### Expect minmax:

The cut off algo is implemented with in the expect\_ , if depth = -1 in ui it will run with out cut off

Optimal depth for 6x6 is depth 2

### Evaluation function:

Works perfectly with evaluating based on number of X's and O's in a given row / column / diagonal and summing up all the values and subtracting the sum of the two

10% bonus: **Game not winnable by X in minmax algorithm**

