

## Questions on adversarial search

- What is the branching factor at depth 0? At depth 1?
  - Depth 0 is topmost level. Here there is 9 empty fields, thus we have 9 possible placements. At level 1 we have already placed 1, therefore there is 8 fields left (thus we have a branching factor of 8).
- What is the maximal depth?
  - The maximal depth is 8.
- Will a MIN move attempt to minimize or maximize the utility?
  - For the MIN player, we want to minimize the utility function.
- Are states after a terminal state explored?
  - There are no states after a terminal state, so no.
- Are all possible states explored to a terminal state?
  - This depends on if you are using alpha-beta pruning of the search tree. If using a naïve minimax algorithm exploring every node.
- Is this a depth-first or breadth-first search? How do you know? (see Python code)
  - The minimax algorithm is based on depth-first. For each move one decision is picked, going a level deeper.