1. Tic-tac-toe is a game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game. A game is similar to a problem, but it has a utility for each state and a terminal test instead of a path cost and a goal test. Create a game, subclass the class and implement actions, result, utility, and terminal test. You may override display and successors or you can inherit their default methods

https://github.com/aimacode/aima
python/blob/6baf56e323a078a3200fda30b0bfc55161c1fab5/games.py