Problem Formulation:

* Initial state :

play board is empty

* Successor function :

Step 1 : assume we are playing with X, place the first X in the center.

Step 2 : whatever move the O player will take, place the next X in one of the corners. Step 3: depending on the other player move, place the X in a way that forms a row or a column.

* Goal Test:

Did we complete a row/ column of x/o

* Path Cost:

Effort and time