

REPORT: Tic tac toe gameplay

Sample move:

|⁰|¹|²|

|³|⁴|⁵|

|⁶|⁷|⁸|

<- Your Turn ->

Enter Your Next Move [0 to 8]: 0

|O⁰|¹|²|

|³|⁴|⁵|

|⁶|⁷|⁸|

<- AI's Move ->

|O⁰|¹|²|

|³|X⁴|⁵|

|⁶|⁷|⁸|

<- Your Turn ->

Enter Your Next Move [0 to 8]: 2

|O⁰|¹|O²|

|³|X⁴|⁵|

|⁶|⁷|⁸|

<- AI's Move ->

|O⁰|X¹|O²|

|³|X⁴|⁵|

|⁶|⁷|⁸|

<- Your Turn ->

Enter Your Next Move [0 to 8]: 7

|O⁰|X¹|O²|

|³|X⁴|⁵|

|⁶|O⁷|⁸|

<- AI's Move ->

|O⁰|X¹|O²|

|X³|X⁴|⁵|

|⁶|O⁷|⁸|

<- Your Turn ->

Enter Your Next Move [0 to 8]: 5

|O⁰|X¹|O²|

|X³|X⁴|O⁵|

|⁶|O⁷|⁸|

<- AI's Move ->

|O⁰|X¹|O²|

|X³|X⁴|O⁵|

|⁶|O⁷|X⁸|

<- Your Turn ->

Enter Your Next Move [0 to 8]: 6

|O⁰|X¹|O²|

|X³|X⁴|O⁵|

|O⁶|O⁷|X⁸|

DRAW

ANALYSIS:

-> Based on no of nodes visited <-

- a) Simple min max algo with no depth bound = 60698
- b) Min max algo with alpha beta pruning & no depth bound = 35482
- c) Simple min max algo with depth bound of 3 = 584
- d) Min max algo with alpha beta pruning and depth bound of 3 = 421