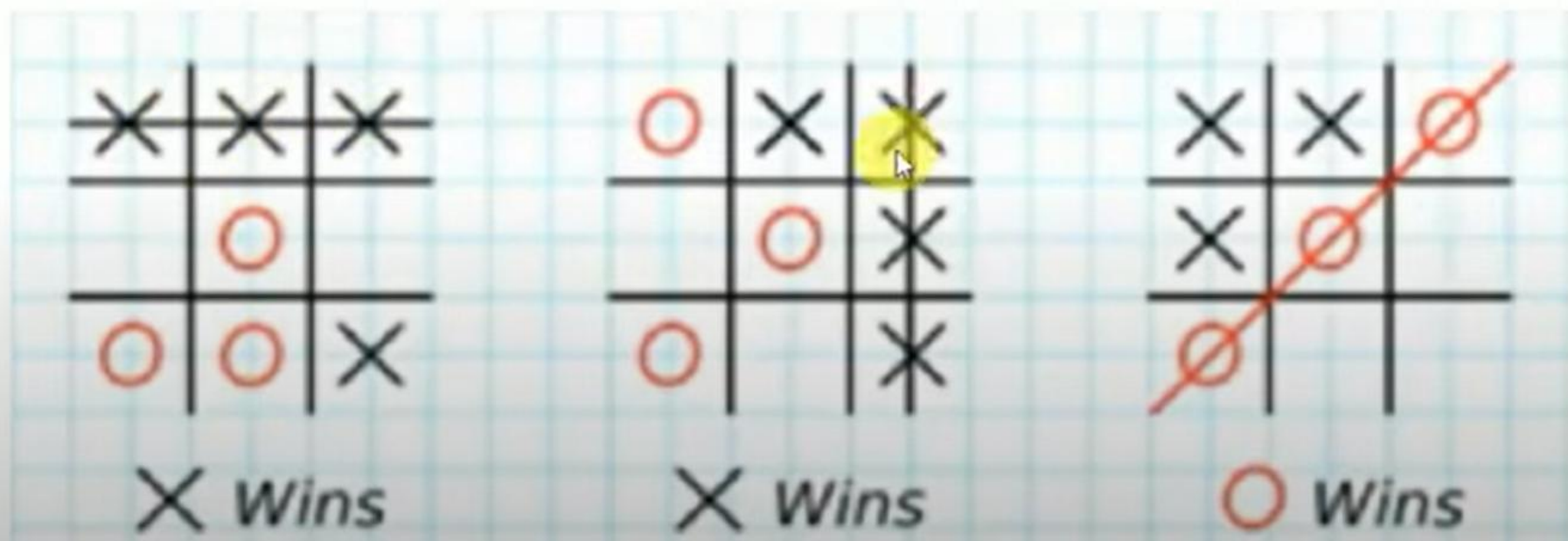


TIC – TAC - TOE game (Understanding Minimax Algorithm)

- It's a paper and pencil game of two players **X** and **O**, who chooses to two mark a spaces on a grid of 3x3.
- The game is won by the player who succeeds in putting three of their marks in a horizontal, vertical or diagonal line



Data Structures

- Board Position is a structure containing
 - A 9-element array representing the board
 - A list of board positions that could result from the next move
 - A number or rating representing an estimate of how likely the board position is to lead to an ultimate win for the player to move.

0	0	X
X		0
		X

Initial
state

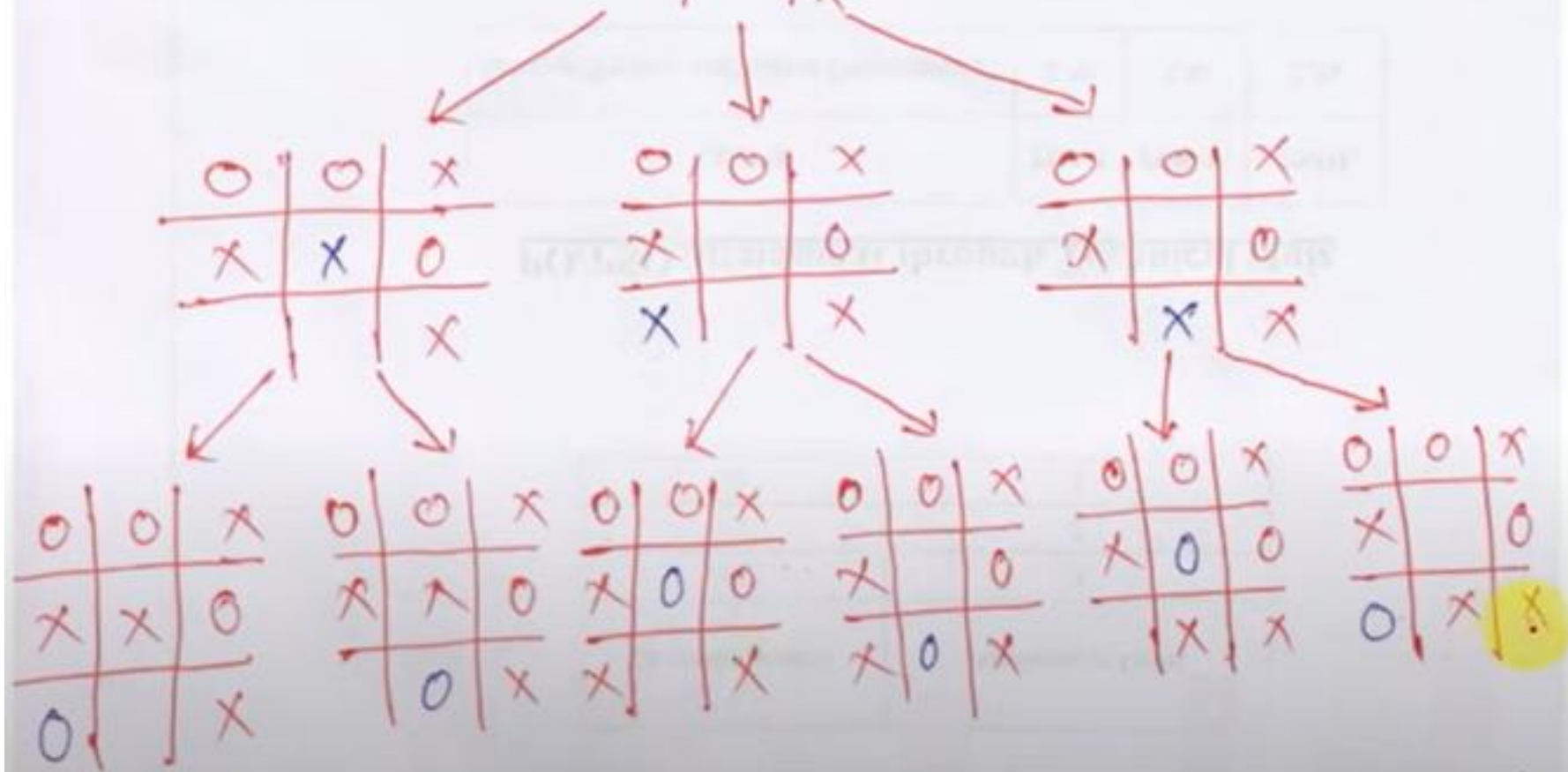
0	0	X
X	X	0
		X

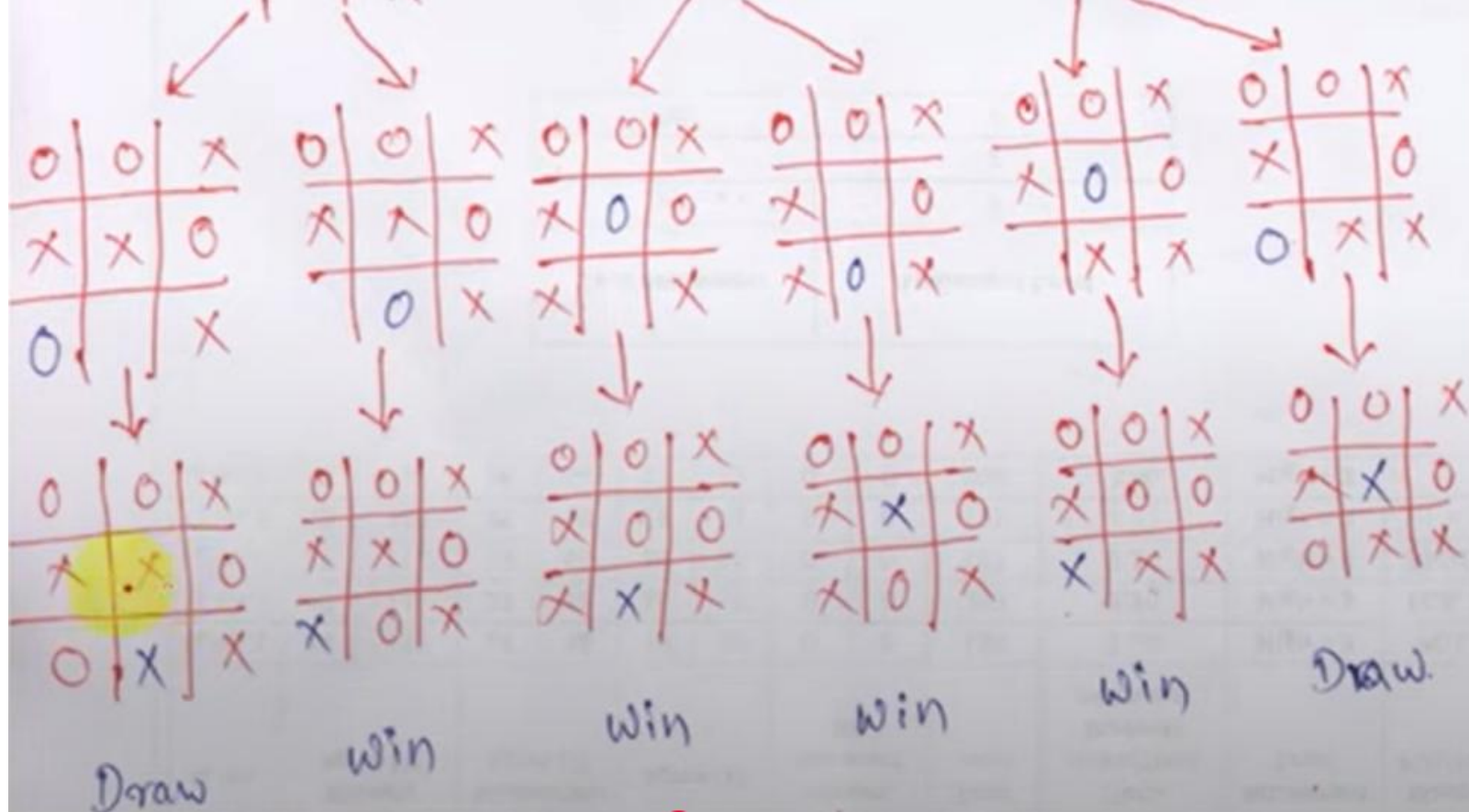
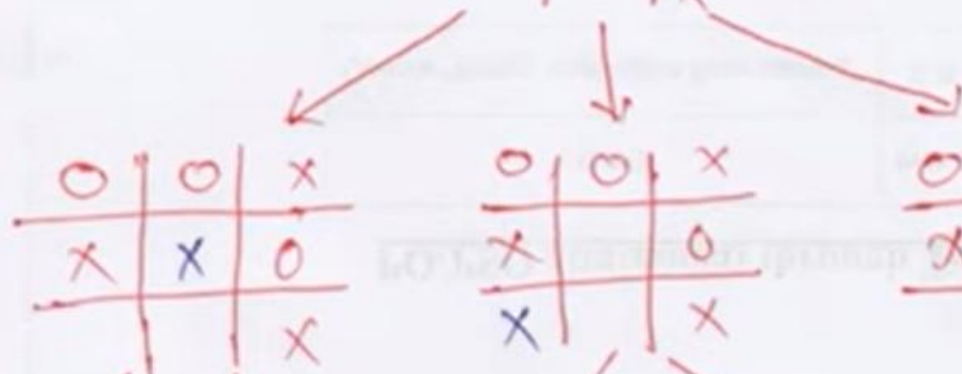
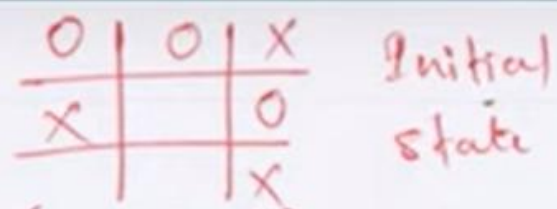
0	0	X
X		0
X		X

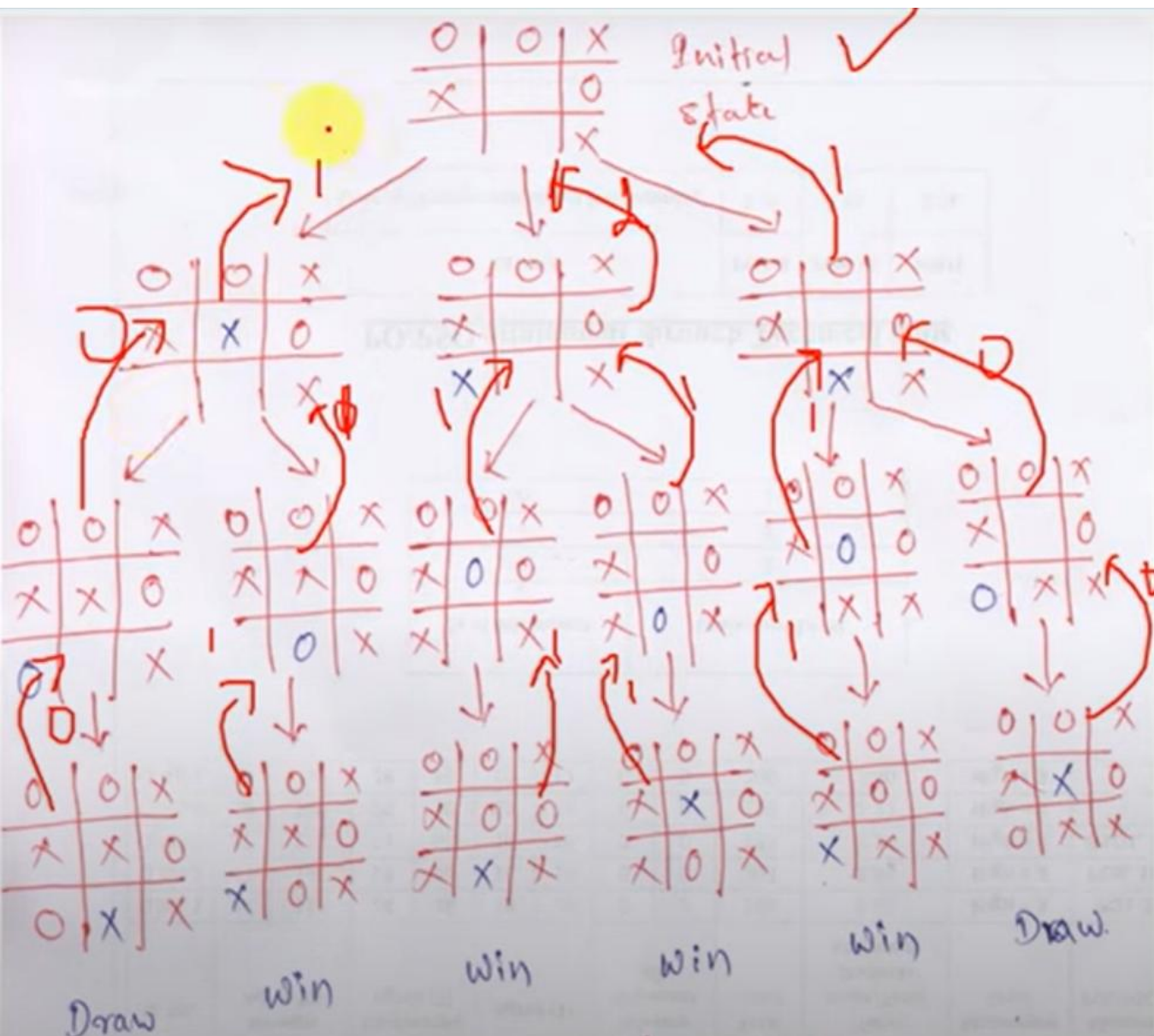
0	0	X
X		0
	X	X

0	0	X
X		0
		X

Initial
state







Draw → Return 0 to parent
 Win → Return 1 to parent.
 Backtrack and decide which move is best