9! Possible games

9! = 362880

Simulation:

Simulate all possible trees of game,

Tree that provides most wins is chosen

If 2 in a row, and your turn then win

Minimax:

It will choose the move with maximum score when it is the AI’s turn and choose the move with the minimum score when it is the human player’s turn.

A Minimax algorithm can be best defined as a recursive function that does the following things:

return a value if a terminal state is found (+10, 0, -10)

go through available spots on the board

call the minimax function on each available spot (recursion)

evaluate returning values from function calls

and return the best value

If you are new to the concept of recursion, I recommend watching this video from Harvard’s CS50.

To completely grasp the Minimax’s thought process, let’s implement it in code and see it in action in the following two sections.

Recursive, go through all possible moves on all possible moves.

<https://medium.freecodecamp.org/how-to-make-your-tic-tac-toe-game-unbeatable-by-using-the-minimax-algorithm-9d690bad4b37>