Objectives:

Create a minimax AI algorithm to play Ultimate Tic Tac Toe with a player.

The AI must have:

* Different levels of difficulty including: Easy, Medium, Hard and impossible, this can be coded by limiting how much the AI can look ahead.
* The AI should be able to make moves in a very small amount of time
* The AI should not put a strain on the hardware of the computer

How to make the AI:

* I will test both minimax and Monte Carlo tree search algorithms with the game, to see which algorithm works better with Ultimate Tic Tac Toe.

Use networking to incorporate the ability to play Ultimate Tic Tac Toe online with other human players on different computers.

* There should be little or no lag time between moves.
* There should be a matchmaking queue
* Should be able to send a playing request to other players
* Be able to accept a playing request from a player
* Moves should be sent between the two computers and interpreted
* If a player leaves, or performs an invalid move, this should be handled before being sent to the other computer.

How:

Using the built in python sockets library.

Perhaps using Json library.

Use minimax