Final Project Algorithm Programming: Tic-Tac-Toe

Description

1. The project is a tic-tac-toe game made in Pygame with player 2 being controlled by an AI. The AI can know when it is able to win and if given the chance, is able to seize that opportunity. The AI is also capable of knowing when player one is about to win and intercept the win if possible.
2. Use Case Diagram
3. A diagram of a diagram

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4. Activity Diagram
5. A diagram of a flowchart

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Modules

* Numpy
  + Allows the program to work with matrices.
* Random
  + Allows the program to generate randomized inputs.
* Pygame
  + A python library that can create games by allowing an application to display the game on an app.
* Sys
  + Allows control in exiting application when needed.

1. 6. Essential algorithms
2. Greedy AI
3. A screen shot of a computer program

   Description automatically generated
4. 7. Screenshots of your application
5. A screenshot of a computer

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6. Reflection
   * + 1. Bug hunting is a very hard thing to do as sometimes what you’re looking for is not in the place where bugs supposedly are, and it can be an extremely time-consuming process especially if you think nothing is wrong with the code.