

## **Assignment 2: Using Mix Max to solve Tic Tac Toe**

**Due October 13<sup>th</sup> end of day**

In this assignment you will be applying Min/Max guidance to play Tic Tac Toe.

You will need to download the file GameAp.py that has a framework for playing a game of Tic Tac Toe. It invokes the function “mymove” in the file mytictactoe.py that is referenced in the GameAp file.

The function mymove is called with two arguments:

- The board (a list of values that corresponds to the board)
- The symbol that the machine is playing (“X” or “O”)

Values in the board are either 0 (if there is no symbol in place), 1 (if the position is filled with an “X”) and -1 (if the position is filled with a “O”).

Your function should return a number between 1 and 9 corresponding to the move the machine has decided to take.

While the board is handed in as a list, you do not have to use it as your representation.

The machine should at least come to a draw and win whenever possible.

The two files are included in the Assignments Folder. A stub of the function mymove is in the file mytictactoe.py. It queries for an input so that you can see how the overall system works.

The deliverable is a new version of this file. It will be run by the graders in the framework of the GameApp file.