Why I Chose Minimax Over Other Algorithms In My AI Game Tic Tac Toe (Zeyad) ?:

I choose **Minimax** because it is the most suitable algorithm for **turn-based, zero-sum games** like Tic Tac Toe.
Unlike algorithms like **A***, **DFS**, or **Greedy Search**, which are designed for pathfinding or optimization problems, **Minimax is specifically made for decision-making in competitive environments**, where two players take turns and one player's gain is another's loss.

It allowed me to simulate both the player's and the opponent’s possible moves, and helped the AI make the **most optimal decision** assuming the opponent is also playing optimally.

This made it a perfect fit for implementing a smart Tic Tac Toe AI.