**Tic-tac-toe program description**

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1. The game, made for the web platform runs on JavaScript with an implementation of Minimax algorithm, which is the most common AI algorithm for 2P Games. The idea to strive for the best score for each player. Negative infinity for one, and positive infinity for the other.

The AI would always try to lower the overall score played by putting a move on the best possible spot with the lowest score. Whilst as a human player, each move would result in a positive score.



**Basic System Flowchart**

The system first checks of a possible win that was based on the training matrices provided. The matrices were a series of possible combinations for a win. The array was based on the id of the grid selected through a DOM selector.



**Algorithm path**