I. Abstract

* A brief summary of the paper including the research question, methodology, and findings.

II. Introduction

* Explanation of Tic-Tac-Toe game and the use of AI algorithms.
* Background information on Minimax algorithm.

III. Literature Review

* Overview of previous research on the use of Minimax algorithm in Tic-Tac-Toe game.
* Discussion of the strengths and weaknesses of using Minimax algorithm in Tic-Tac-Toe game.

IV. Methodology

* Explanation of the implementation of Minimax algorithm in Tic-Tac-Toe game.
* Detailed explanation of the game logic and how Minimax is used to make the computer opponent moves.
* Description of the evaluation process used to test the effectiveness of Minimax in the game.

V. Results

* Presentation of the results of the evaluation process.
* Discussion of the effectiveness of Minimax in creating a competitive computer opponent in Tic-Tac-Toe game.

VI. Conclusion

* Summary of the findings of the research paper.
* Suggestions for future research on the use of AI algorithms in Tic-Tac-Toe game.

VII. References

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