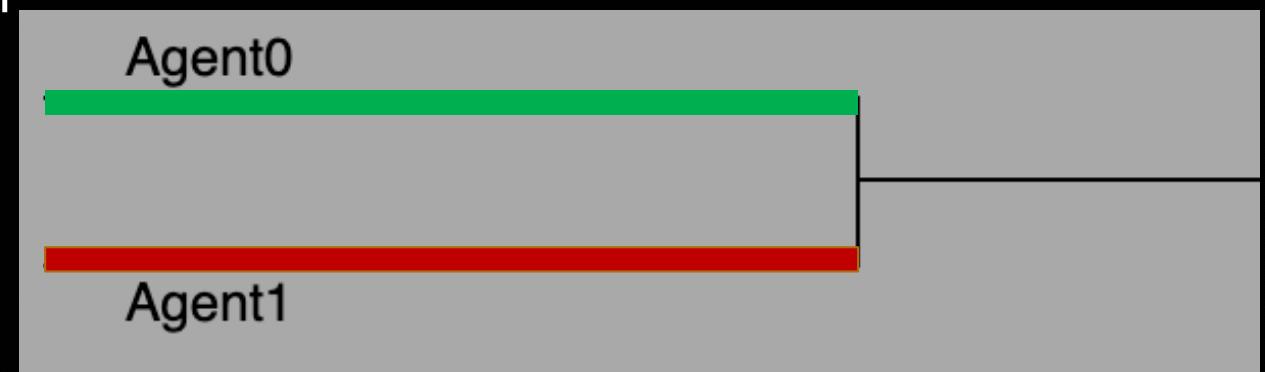
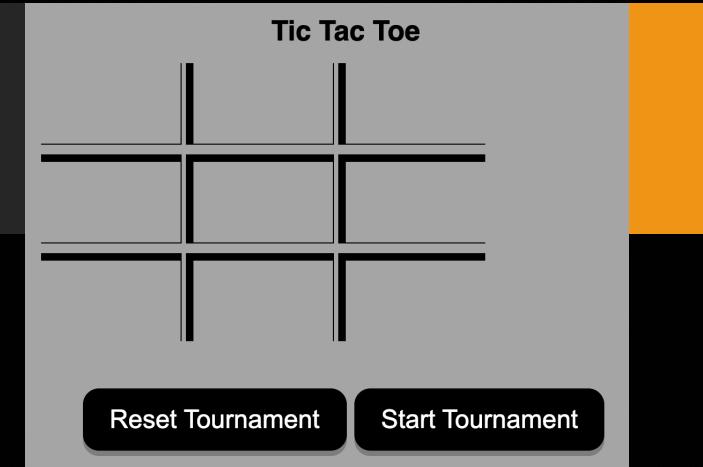


Tic-Tac-Toe AI Tournament

Andrew DeMarco

How the Game Works

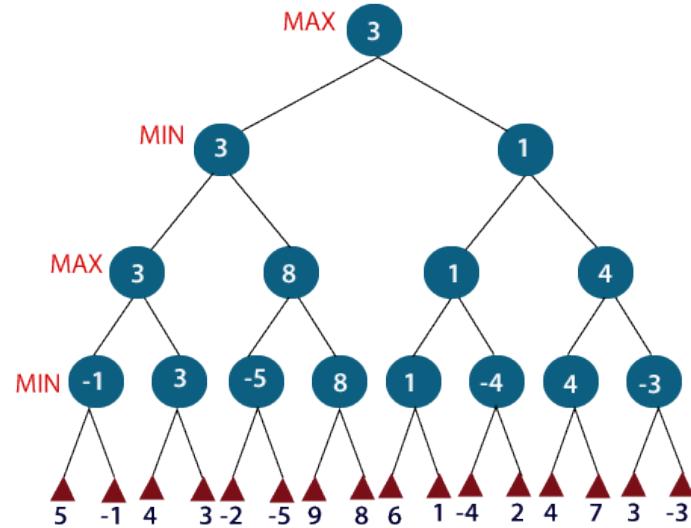
- X player is Green.
- O Player is Red.
- Highlighted at the end when there is a winner.
- Top player in bracket is always X and bottom is always O.
- Tournament is a best of 1
 - Ties are not allowed.



Agent Information

- There are 15 Agents of varying skill levels.
 - Next Possible Move.
 - Random move on the board.
 - Probability Based.
 - Minimax Agent

Agent0

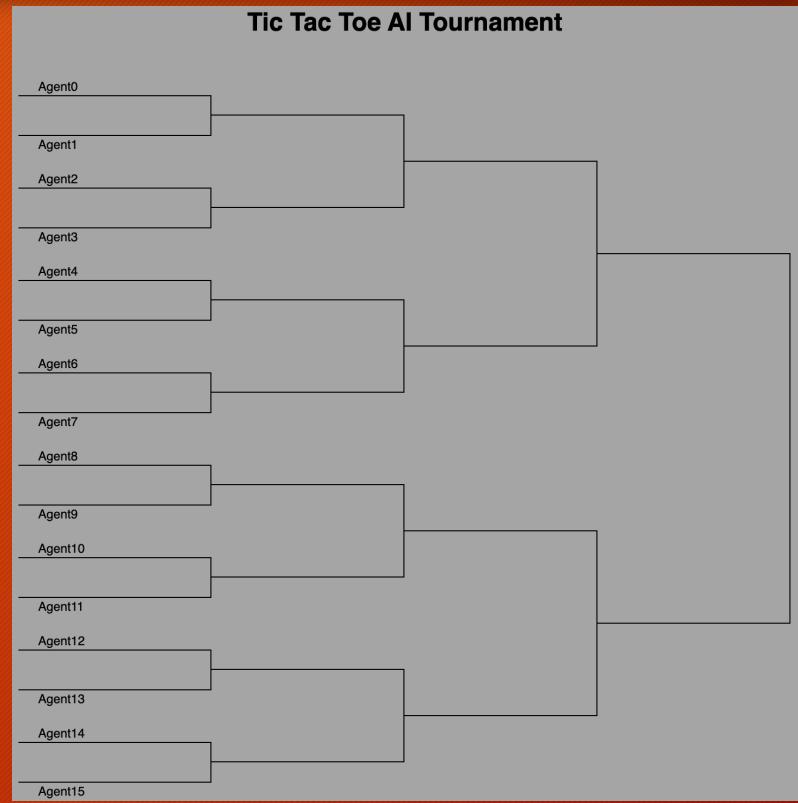


All 15 Agents and Their Skills

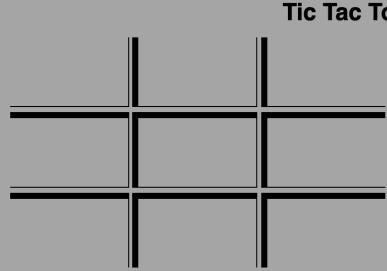
- Agent0 = Minimax
- Agent1 = nextSquare
- Agent2 = blindRandom
- Agent3 = probability 30%
- Agent4 = probability 40%
- Agent5 = probability 30%
- Agent6 = blindRandom
- Agent7 = probability 30%
- Agent 8 = probability 40%
- Agent9 = probability 50%
- Agent10 = probability 60%
- Agent11 = probability 80%
- Agent12 = nextSquare
- Agent13 = probability 70%
- Agent14 = probability 60%
- Agent15 = probability 10%

Bracket Predictions

- Final Four:
 - Agent0
 - Agent4
 - Agent11
 - Agent13
- Top Two
 - Agent0
 - Agent11
- Winner
 - Agent0



Live Demonstration



Reset Tournament

Start Tournament

Tic Tac Toe AI Tournament

