

Tic Tac Toe

Part IV - Depth-Limited Search

Now that we know how to alter the depth of our search, let's implement this in our minimax function.

1. Add `depth` as a parameter in the `minimax` function definition. Then, in each recursive call to minimax, modify depth appropriately.
2. Next, alter the base case so that it takes into account our additional parameter `depth`.
3. Finally, in your call to minimax in the `take_turn` function, include a numerical value for the `depth` that is being searched.