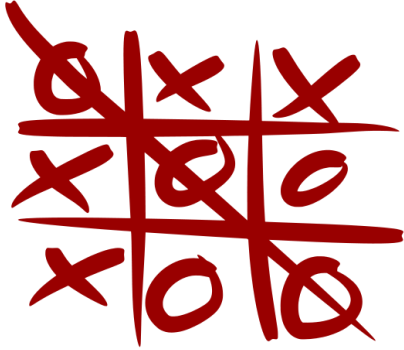


#### Assignment 4: Tic-Tac-Toe Agents

In this assignment, you are going to use Minimax search to implement two Tic-Tac-Toe (TTT) agents to play a TTT game.



Requirements:

1. A 3x3 TTT Board.
2. You need to pick a utility value for your Minimax algorithm. The attached PDF file could be a good reference. But also feel free to choose your own evaluation. The two agents can use the same Minimax search algorithm.
3. Two TTT agents: Agent X and Agent O. Agent X always makes the first move and the first move must be a random move.
4. The moves and the results should be printed out as the following. Result Should be one of the following 3: "X Wins!", "O Wins!", or "Draw Game".

\*\*\*

\*X\*

\*\*\*

\*O\*

\*X\*

\*\*\*

\*O\*

\*X\*

\*\*X

\*OO

\*X\*

\*\*X

XOO

\*X\*

\*\*X

Result: X Wins!

5. The given ipynb file must be used in this assignment.
6. Minimax search must be implemented in this assignment