

Classes

Player:

Attributes:

- name: string
- symbol: string
- is_ai: boolean

Methods:

- __init__(name: string, symbol: string, is_ai: boolean = False)
- get_move(board: Board) -> int
- get_human_move(board: Board) -> int
- get_ai_move(board: Board) -> int
- minimax(board: Board, player: string, is_maximizing: boolean) -> (int, int or None)

Board:

Attributes:

- board: list of strings

Methods:

- __init__()
- reset()
- display_board()
- update_board(choice: int, symbol: string) -> boolean
- is_valid_move(choice: int) -> boolean
- is_full() -> boolean
- check_win(symbol: string) -> boolean

Menu:

Methods:

- display_main_menu() -> string
- display_endgame_menu() -> string

Game:

Attributes:

- board: Board
- menu: Menu

Methods:

- __init__()
- start_game()
- play_game(ai_opponent: boolean)
- play_turn(player: Player)
- check_game_over(player: Player) -> boolean
- choose_symbol(name: string) -> string
- quit_game()