

These functions need to be named exactly this:

```
initial_state -
    takes in - Nothing
    returns  - The initial state of the game

win_status -
    takes in - the state and the player
    returns  - 'win' if the state is a winning state for the player,
              'lose' if the state is a losing state for the player,
              'stalemate' for a stalemate
              None otherwise

valid_moves
    takes in - the state and the player
    returns  - a list of the valid moves for the state and player

update_state -
    takes in - the state, the player, and the move
    returns  - the new state after the move for the player

show_state -
    takes in - the state
    returns nothing, but prints out the current state (i.e. draws the board)
```

This function is optional:

```
repeat_move -
    takes in - the state, the player, and the move
    returns  - True, if the current player gets another move right
              after this one. returns False otherwise.
```

This function can be named something else:

```
my_agent_move -
    takes in - the state and the player (optionally the agent info)
    returns  - a valid move
```

Example agent:

```
def random_move(state,player):
    moves=valid_moves(state,player)
    return random.choice(moves)
```

```
random_agent=Agent(random_move)
```

Usage -

```
my_agent=Agent(my_agent_move)
```

```
g=Game(number_of_games=1000)
g.run(my_agent,random_agent)
g.report() # writes out percentage of wins, etc...
```