

Artificial Intelligence

AI in games - part 1

Your assignment Today is to write a tic-tac-toe or checkers game. You can use a programming language of your choice. In the tic-tac-toe game you should allow a user to choose the grid size as well as the number of marks in a row to win. In checkers you should specify the rules of the game as there is a large variety of checkers.

In this part of the “Games” assignment you should create a basic version of a game where players can play in turns. You can make you output in the console asking user to enter the number of the cell he/she wishes to play. The GUI version of a game will be counted as a bonus.

Please remember to write your code in object oriented manner.