Tic tack toe game

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Used Algorithm: min max algorithm

PEAS:

Performance measure: The agent always makes valid moves, Agent can play the game, the number of losses: draws: wins

Environment: The tic tack toe board, Python program, the laptop/ computer

Actuator: Human, The opponent, the ENTER button on the computer

Sensor: The opponent’s movement, the codes

ODESA:

Observability: Fully Observable

Deterministic: Strategic

Episode: Sequential

Static: Static

Agent: Multi-agent x or o