Project Description

1. Project Title
   1. Tic Tac Toe Game Engine
2. Project Description and Scope
   1. This project will be a game of tic tac toe with an intelligent opponent that will respond to the players moves with its own moves.
3. What Type of Agent? (Problem Solving, Logic, Learning, Other)
   1. The agent will be a logic agent
4. Description of the Task Environment (Performance Measure, Environment, Percepts, Actuators)
   1. The task environment is a simulated tic tac toe game board with a human player and an AI agent
   2. The performance measure is odds of winning given a particular move
   3. The environment will be the game board
   4. The percept will be an evaluation of the remaining available positions on each turn
   5. The actuator will be the selection of a position on the game board
5. Description of any datasets used in the project.
   1. I will create my own dataset which will be every possible sequence of gameplay
6. How far are you in your project? If you have implemented any parts of your code, include them in the submitted document.
   1. I have started but I do not have any working code yet. I am still working out the best design for the gameboard, player, and game classes.