CS333 Project 1 Report

To solve the problem first we need to use a search method and each and every one of the nodes in the search method represent a gameboard and each one of them has a score values to hold. And these values are if we win it takes 1 if the opponent wins it is -1 if it is draw or no more nodes are opening because of the depth limit it is 0. And while the nodes are opening each one of the children represent a move to the board in other words after a move, we said it's a child to the node this is the why we defined and created our search tree. We use DFS and use recursion methods. For better results we use min max algorithms while we are making a move its maximum and while opponent making a move its minimum node choosing design. It will go to the max of the depth level and try to find the best possible move for us while searching that depth.

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