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Exercise 10: MinMax Algorithm

Prince Karlo Aragones • Nov 29 (Edited Nov 30)

15 points

Due Dec 14, 4:00 PM

Task
The goal of the exercise is to implement the Min-Max algorithm that would make a smart AI agent.

Input
At the start of the program, it asks the user if it wants be X or O. X player goes first.

Required Output The output of the exercise is a TicTacToe game with a GUI and a SMART AI agent. The user should not by any means win and the best possible state only is a draw or the AI wins.

Bonus Points If the program implemented the Alpha-Beta pruning in shortening the number of branches or subtrees to traverse.

Reminders

- Naming convention for exercise: surnameinitials_minmax (TANKLM_minmax.zip).
- Only Python or Java can be used for the exercise.
- Lastly, Honor and Excellence.

Other notes:

- All exercises must be presented to your lab instructor within the presentation schedule.
- Submission of source code will follow after the presentation. Exercises that are not presented will not be graded.
- If you are done in the exercise, do not forget to click the done button on the respective assignment link found in Google classroom.

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