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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 Al 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.



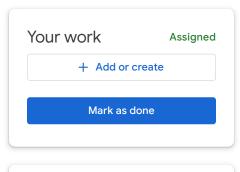
11 - Designing an Al Ag...



30 Nov 2023 at 15:49.j... Image

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