**AI Players**

There will be multiple levels of AI, ranging from completely random to moderately difficult. The user will be able to select between these using a seek bar when setting up the game and choosing players. The AIs will function by examining the tree of all possible moves and eliminating branches which are improbable to occur or not in the AI’s favor. The AI will take into account advantages such as placing a piece on the edge or corner, and will choose branches which hinder the player making such moves. Harder AI’s will look down farther in the game tree and try to choose the best branch each time. Easier AI’s will not look down as far and will randomly choose from the best branches.

The AI players will be able to render the board onscreen if a game is AI versus another AI. Also there will be a slightly random delay of one or two seconds between moves so that when an AI plays against a person, it will appear to be pondering the players move. Also when an AI plays another AI the delay will be slightly longer so that the observing player can follow the game more easily.