**Tic-Tac-Toe AI (Task 2)**

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**📌 Project Overview**

This project is part of **Task 2** of the internship.  
It implements a **Tic-Tac-Toe AI** using the **Minimax algorithm with Alpha-Beta Pruning**.  
The AI is unbeatable and ensures either a **win or a draw**.

**🚀 How to Run**

1. Open the provided **Google Colab notebook** (TicTacToe\_AI.ipynb).
2. Run all the cells.
3. Enter your move (**1–9**) when prompted.
4. The AI will automatically respond with its move.
5. Continue playing until the game ends.

**🛠️ Technologies Used**

* Python 3
* Minimax Algorithm
* Alpha-Beta Pruning
* Google Colab

**🖼️ Sample Gameplay**

Below is an example gameplay where the AI wins against the human player::