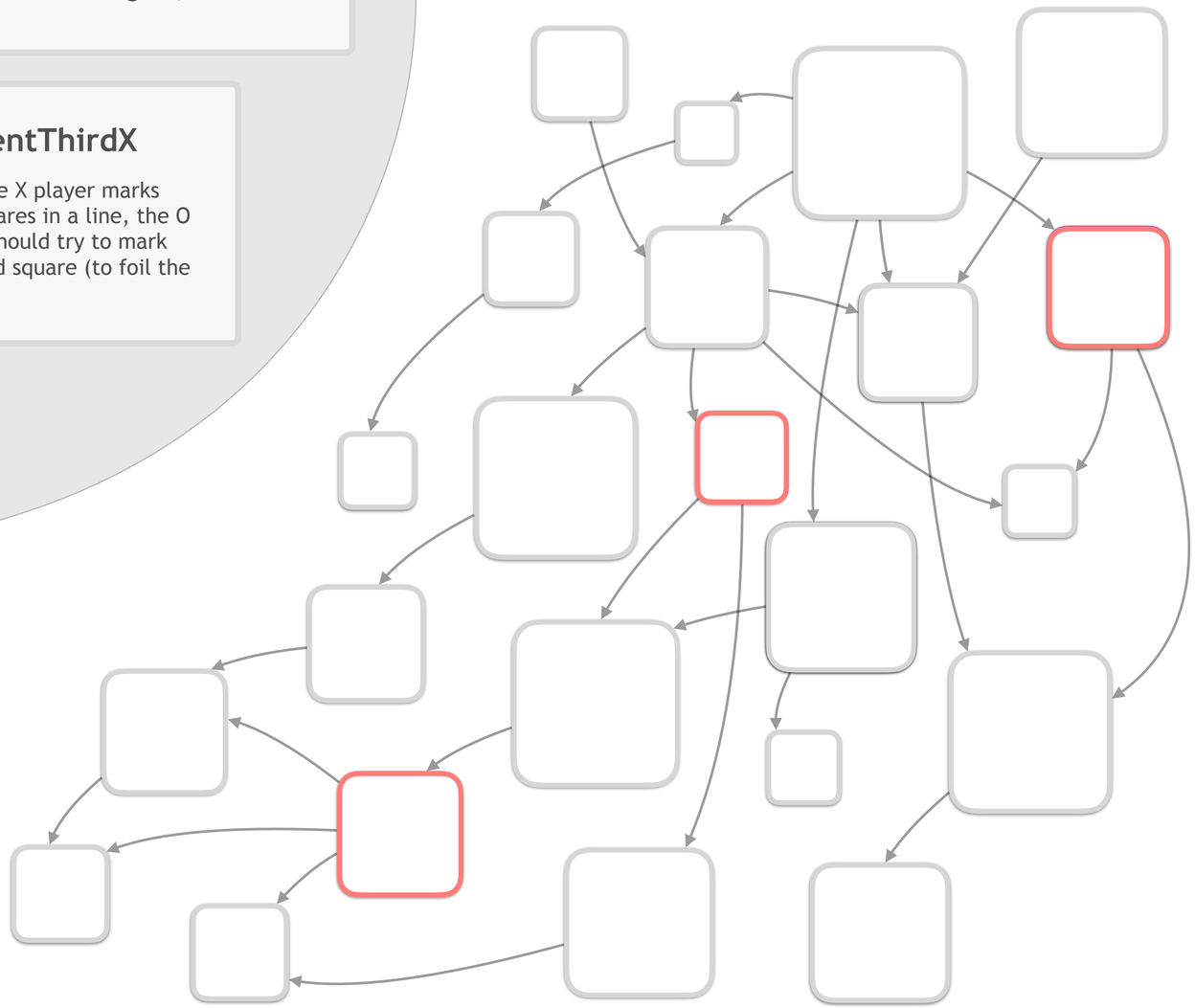
Tic Tac Toe

“implementation world”



DetectWins

When a player places three of his or her marks in a horizontal, vertical, or diagonal line, the player wins;

EnforceTurns

To play, one player marks a square in a 3 by 3 grid with X, then the other

SquareTaken

Once a square is marked, it cannot be marked again;

StopGameAfterWin

After a win is declared by either X or O stop the game.

DefaultOMoves

When other tactics are not applicable, player O should prefer the center square, then the corners, and mark an edge square only when there is no other choice;

at the center;

PreventThirdX

After the X player marks two squares in a line, the O player should try to mark the third square (to foil the attack);

“requirements world”

Upfront negativity

How are the boxes in red built if they have nothing to connect them to? Imagine the learning potential and creative power of a human who is allowed to freely experiment with a variety of behaviors, except those that are forbidden (e.g., the illegal, expensive, or risky ones), figuring out if and when any of allowed actions produces valuable results

Tic Tac Toe

DetectWins

When a player places three of his or her marks in a horizontal, vertical, or diagonal line, the player wins;

EnforceTurns

To play, one player marks a square in a 3 by 3 grid with X, then the other player marks a square with O, then it is X's turn again, and so on;

SquareTaken

Once a square is marked, it cannot be marked again;

DefaultOMoves

When other tactics are not applicable, player O should prefer the center square, then the corners, and mark an edge square only when there is no other choice;

StartOAtCenter

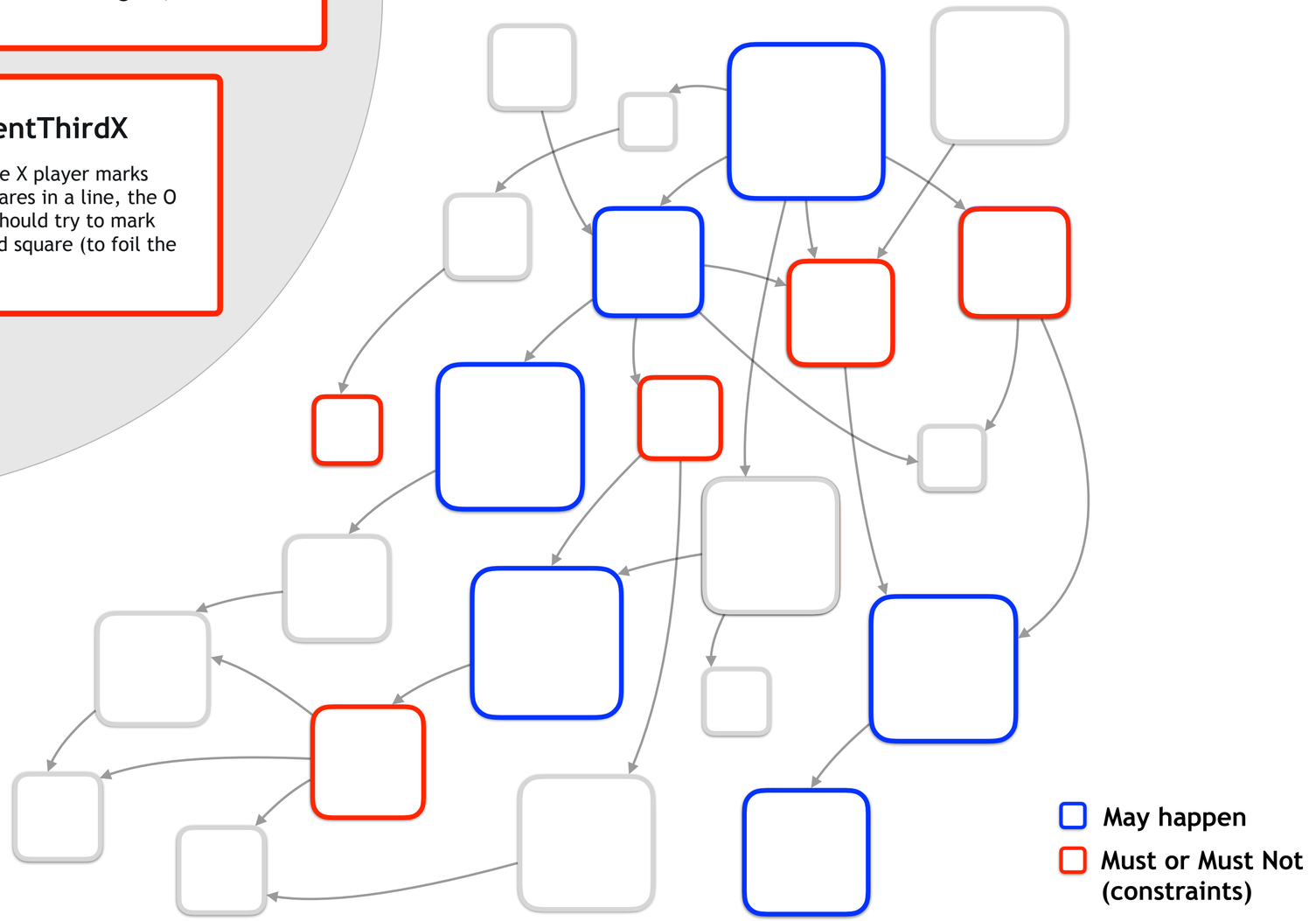
O should start playing at the center;

PreventThirdX

After the X player marks two squares in a line, the O player should try to mark the third square (to foil the attack);

"requirements world"

"implementation world"



Multi-modality

Specifying what **may** happen will provide the system with options and possibilities for things to execute and specifying what **must be done** and what **may not be done** will constrain these options.