

Spike: 4**Title: Graphs, Path And Search**

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Goals / deliverables:

1. Tic-tac-toe code modified to represent the game state as a graph.
2. An AI that randomly searches the graph
3. An AI that improves the efficiency of a basic random search
4. An AI that improves the effectiveness of a basic random search

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Pycharm
- ChatGPT
- VSCode

Tasks undertaken:

- Copy code from Task 3
- Introduce the scoring system by adding self.scores. Where 1 for win by x, -1 for win by o and 0 for tie
- Write a function to identify possible moves the AI can take
- Write a function named get_total_random_moves to randomly shuffles the list of possible moves and select first one.
- Introduce a function named get_efficient_move to search for possible move using Minimax algorithm. This function should output the moves that maximise the chance of winning
- Introduce another function named get_effective_moves that either immediately win the game or block the opponent from winning in the next turn
- Write the function for Minimax algorithm
- Add a more robust check for tie condition, examining if all cells on the board are filled without having found a winner
- Change the flow of the game, from human vs AI to AI vs AI

What we found out:

```
The current player is: AI 1
x | x |
-----
o | x |
-----
| o |
The current player is: AI 2
x | x |
-----
o | x |
-----
| o | o
The current player is: AI 1
x | x |
-----
o | x | x
-----
| o | o
The current player is: AI 2
x | x |
-----
o | x | x
-----
o | o | o
-----
AI 2 is the WINNER!!!
```

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Get_efficient_moves vs get_total_random_move

```
DEBUG CONSOLE TERMINAL PORTS
| |
The current player is: AI 2
| | x
-----
| | o
-----
| |
The current player is: AI 1
x | | x
-----
| | o
-----
| |
The current player is: AI 2
x | | x
-----
| | o
-----
| o |
The current player is: AI 1
x | x | x
-----
| | o
-----
| o |
-----
AI 1 is the WINNER!!!
-----
Game over. Goodbye
```

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Get_effective_moves vs get_total_random_move

Overall, it gives me an idea how minimax can be implemented and how I can improve the search method

Open issues/risks [Optional – **remove** heading/section if not used!]:

List out the issues and risks that you have been unable to resolve at the end of the spike. You may have uncovered a whole range of new risks as well.

- eg. Risk xyz (new)

Recommendations [Optional – **remove** heading/section if not used!]:

Often based on any open issues/risks identified. You may state that another spike is required to resolve new issues identified (or) indicate that this spike has increased your confidence in XYZ and should move on.