

# CPSC 352 Artificial Intelligence

## Programming Project 2

March 5, 2019 rev. 3/13

Due March 27, 2019

For this project you will write an implementation of Tic-Tac-Toe using MINIMAX.

It sufficient to have a simple text interface. If you just can't resist a fancier UI, go for it, but that won't have any impact on your grade.

Assuming a text interface, identify the 9 squares as numbered 1-9 in row-major order. A session ought to go something like this (user response in **red**):

\$ Welcome to TTT! Make your move (row-major order):

**\$ 5**

\$ \_ \_ \_

\_ X \_

O \_ \_

**\$ 1**

\$ X \_ \_

\_ X \_

O \_ O

...

\$ X is the winner!

### Grading Rubric:

Design/Clarity/Style: 25%

Correctness: 75%

### To hand in:

- Source Code
- A README file with any instructions for compilation or input, and any comments you have about outstanding issues.