

[Game Theory and Recreational Mathematics](#)/ [Week 4: Game tree search](#)/ Minimax: Noughts and Crosses

Minimax: Noughts and Crosses

[Analysis of a Noughts and Crosses game position](#)

We write out all possible moves in a game tree (each player taking turns), then score the end games +1 for a Cross win, -1 for a Nought win, and 0 for a draw. Finally, we apply the minimax algorithm to find the optimal next move for the current position (at the top of the tree).