**University of California Irvine  
CompSci 271 Introduction to Artificial Intelligence, Fall 2014**

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Students:

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Project proposal

Our project proposal is to create a tic-tac-toe playing agent. The agent will decide its moves by a search in a decision tree with values given by a heuristic h.

The current idea is to use a heuristic based at least on the following factors:

-Weighted possible outcomes from a given move to create a score. (win, draw, lose).

-Shortest winning path.

-Not losing on the next turn.