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# Tic-Tac-Toe (Puzzle Game)

## Using Minimax Algorithm

### TYPE OF THE PROJECT

Type 2: Propose a new method or combine existing algorithms (including the ones that are covered or not covered by this course) with implementation for solving a practical problem.

TOPIC - TIC-TAC-TOE (PUZZLE)

ALGORITHM - MINIMAX ALGORITHM

LANGUAGE USED - C Programming Language

### TO ACCOMPLISH

1. To implement a Tic-Tac-Toe puzzle game using C-Language.
2. This is the basic version of the Tic-Tac-Toe puzzle game with a 3x3 grid and there will be only two players - Computer and a person.
3. This program is designed using the Minimax algorithm where players will play their moves against a computer.
4. All the values in the puzzle are either 'X' or 'O'.
5. There will only be 3 outcomes (same as the original puzzle) - 'Draw' or 'Player won against the computer' or 'Player lost against the computer'.
6. The puzzle board, outcome and moves made by both computer and players are implemented and displayed in the terminal.

**Submitted By**

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