

CS480 – PROGRAMMING EXERCISE 2 – CHAPTER 5

In this programming exercise, you'll get experience with some of the algorithms discussed in chapter 5. You are provided one python file:

- games.py contains implementation of
 - mini-max
 - alpha-beta search
 - code for playing an n-person move-alternating game
 - a random player that chooses a random move
 - an alpha-beta player that chooses the optimal move
 - a human player whose input is gathered from the terminal
 - an abstract representation of a Game

You are asked to implement a TicTacToe game which should inherit the Game class.

1. Complete the implementation of TicTacToe class.
2. Create another turn-taking game of your choice.