Algorithm Design I

# Team Members

# Goal

In teams of two, craft an algorithm that can play tic, tac, toe. You must account for any contingency. At the end of the allotted time for algorithm development, your team will put your algorithm to the test against another team.

Winning teams will then play each other until a winner is crowned.

# Twist

When teams are facing each other, the opponents will control the others algorithm and is allowed to make any play that the algorithm allows. This encourages teams to come up with airtight algorithms.

## Example

Team A and Team B write their algorithms as specific as they can in the allotted time. When they are finished they switch algorithms. Now that they are holding the opposing team’s algorithm they play tic-tac-toe using the algorithm. They are allowed to make ANY move that they algorithm allows. It is in their interest to try and screw up and lose but they HAVE TO FOLLOW THE ALGORITHM.

## Example of a bad algorithm

Every turn start at the top of the list, follow the first rule available

1) Win condition: If two marks in a row, mark the third

2) Block: If opponent has a mark in the center, mark an adjacent square

3) Mark center

## Winner

The winning team of the whole class gets 2 bonus points on top of the assignment points.

# Turn in

Turn in your algorithm as a typed document following the format of the example of a bad algorithm above. It can be in whatever format you like but it must follow the naming convention outlined in the syllabus.