

ITCS 6150 - Intelligent Systems

University of North Carolina at Charlotte

Group 1

Jared Tamulynas
Samba Diagne
Tarun Chopra
Mrinalini Chava

Introduction

The goal of this project is to implement a one player 3D Tic Tac Toe game (with 64 slots).

It should include 3 difficulty levels: Easy, Difficult, and Insane:

- Easy means that the alpha-beta procedure is 2 levels deep.
- Difficult means that the alpha-beta procedure is 4 levels deep.
- Insane means that the alpha-beta procedure is 6 levels deep.

The link to our GitHub repository is included below:

[GitHub Repo](#)

Project Code Execution Instructions

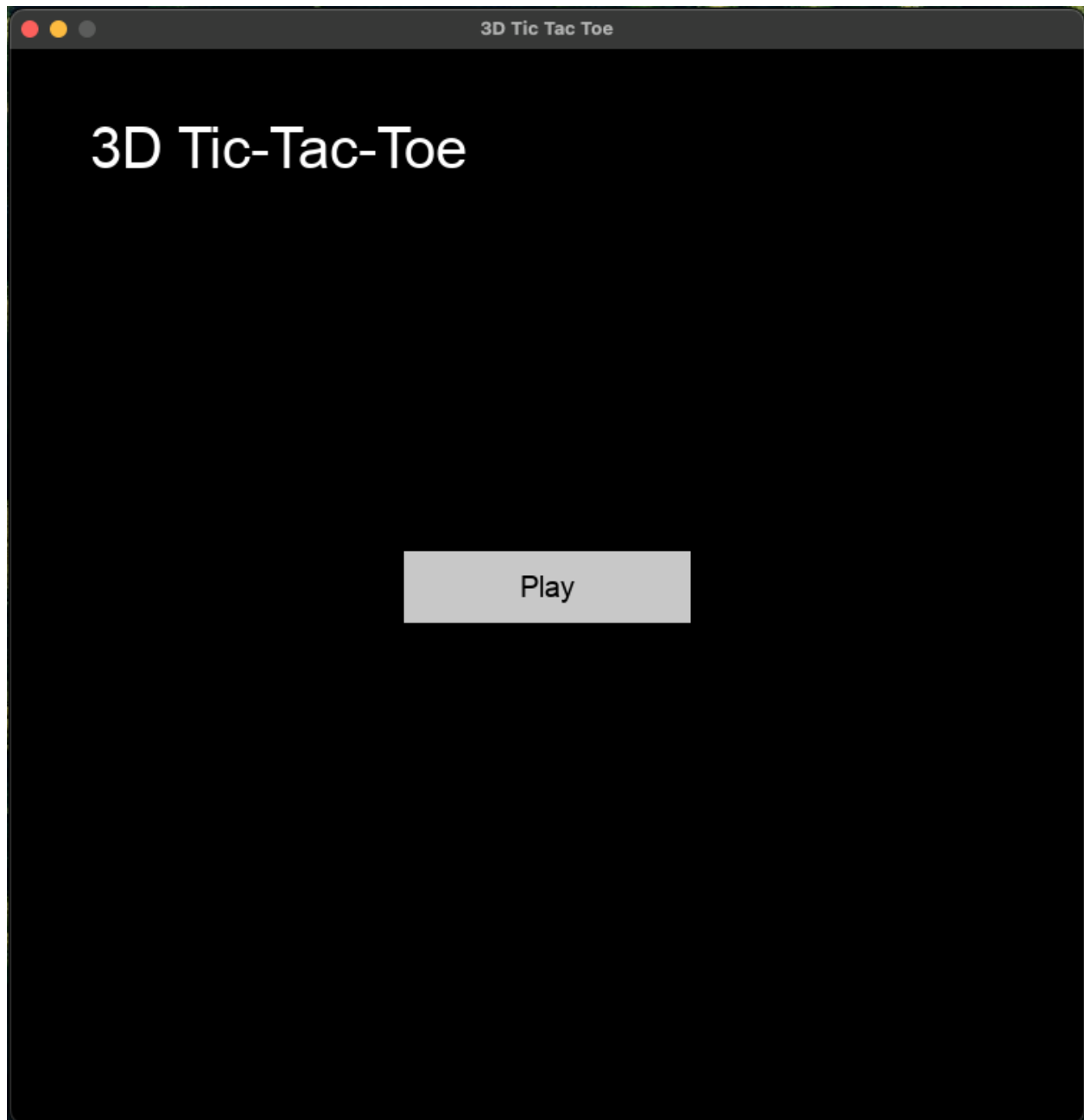
The main game loop containing the logic to run our program is found in main.py. The game comprises a 3D board represented by 4 levels of 2D boards stacked on top of each other. Users can choose a difficulty level and play against an AI opponent. Detailed execution instructions are found below:

1. Clone the repository
2. Open the project folder in Visual Studio Code
3. Open main.py
4. Click the run button
5. A new window will open with the game
6. Click play
7. Select a difficulty
8. Play until there is a winner
9. Click reset if you would like to play again

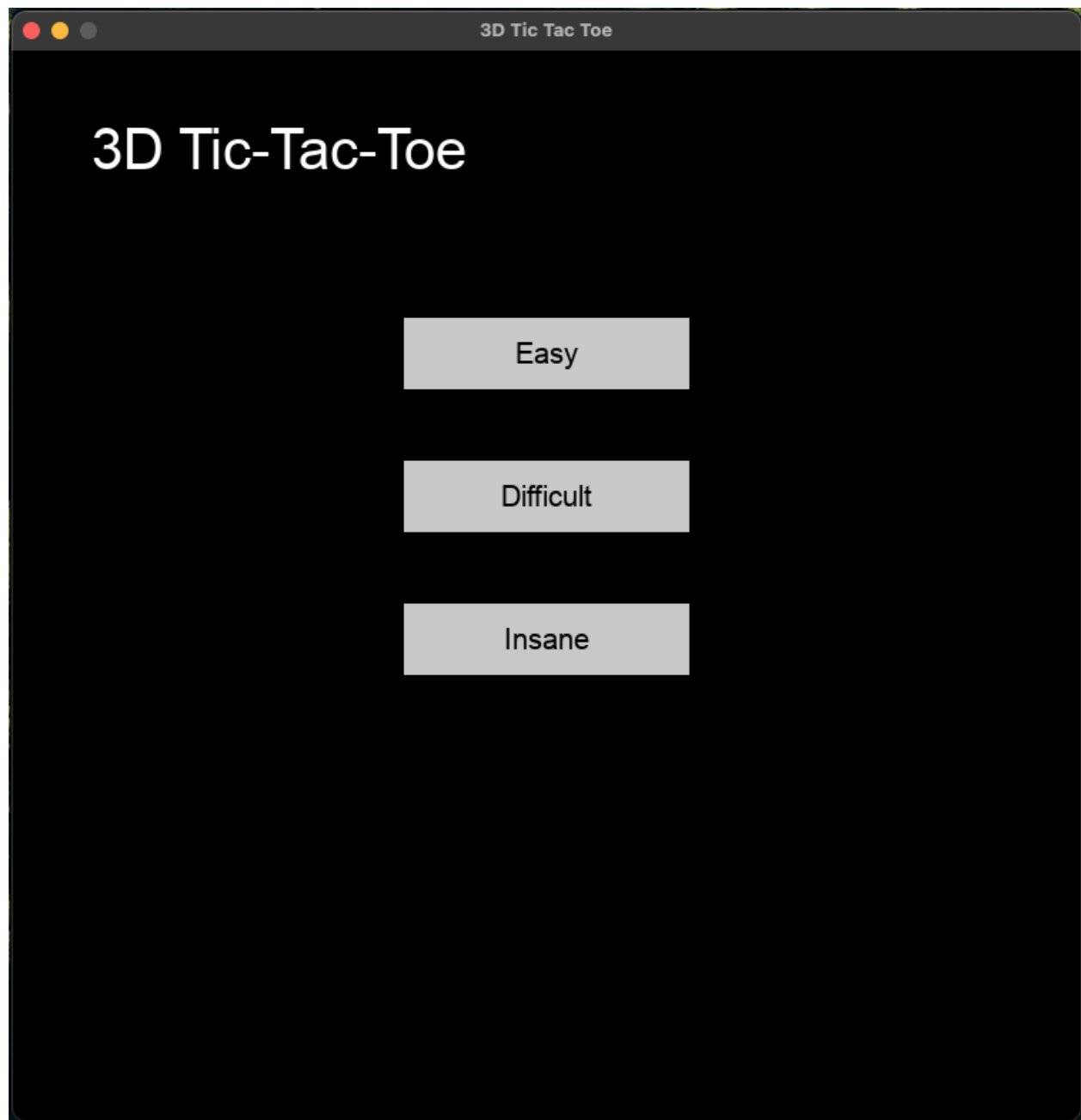
Project Gameplay

Screenshots of gameplay are below:

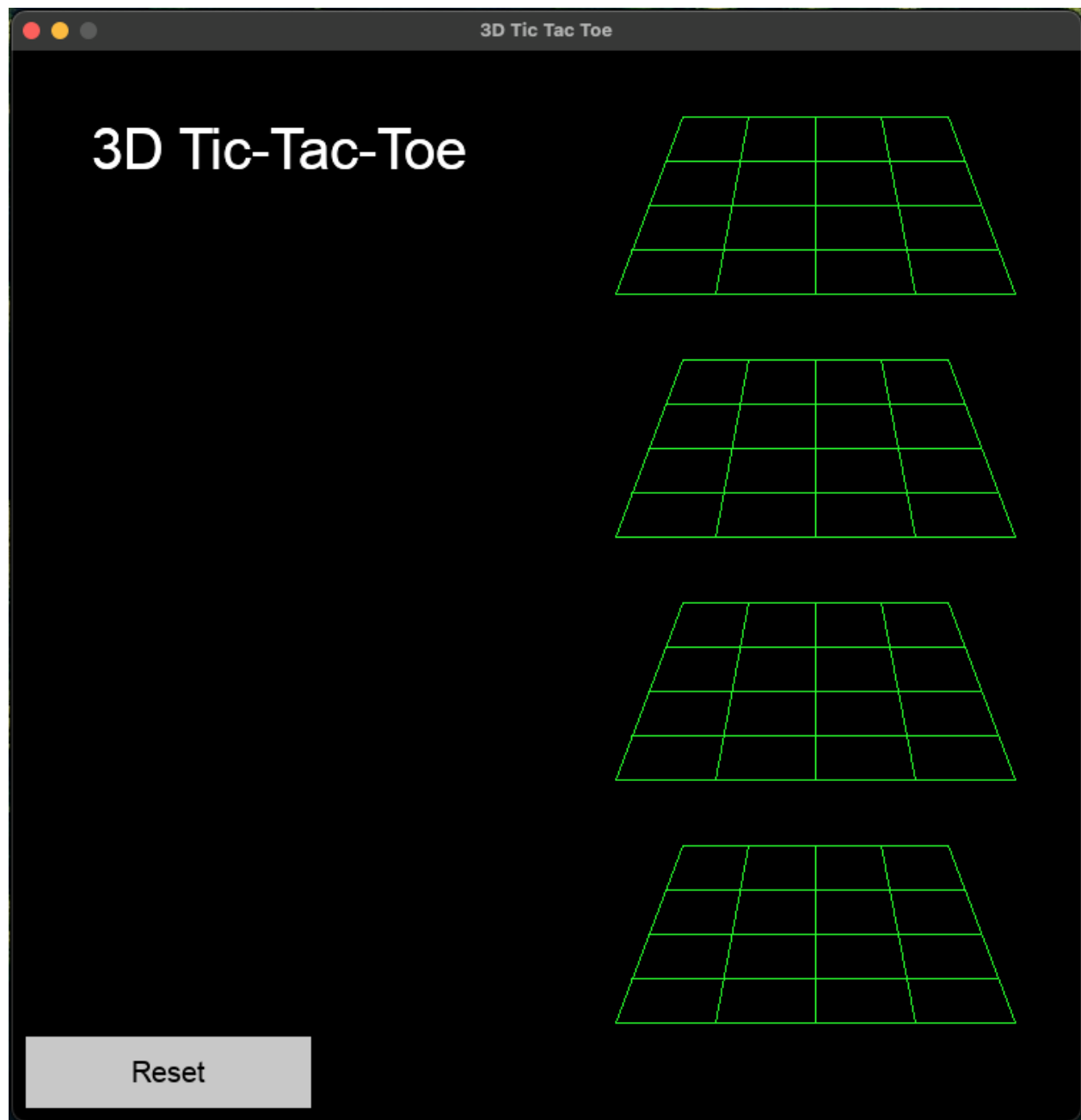
The first screen will display below option start Play once user clicks on the Play Button



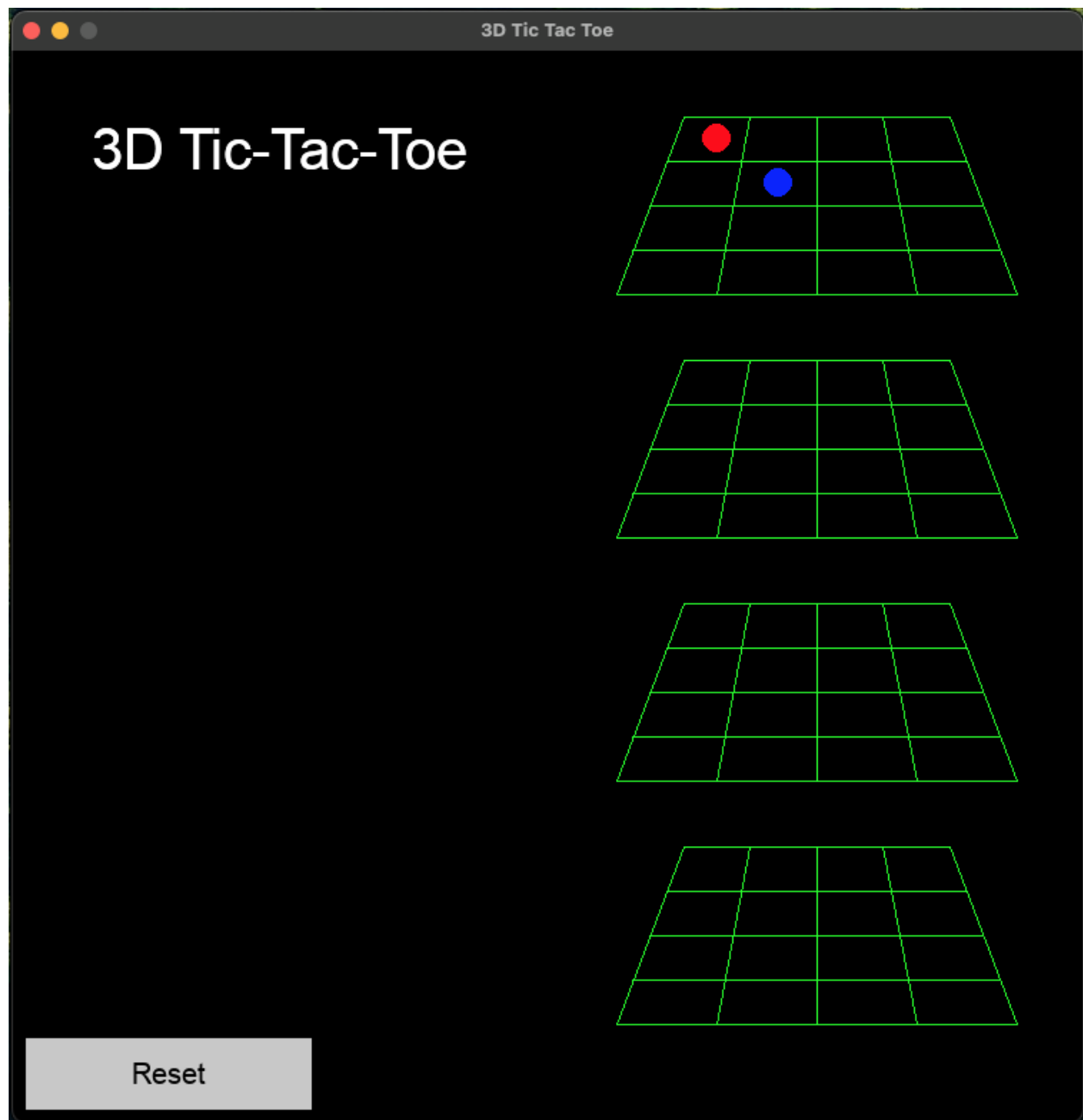
User is prompted to select a difficulty level



Gameplay begins, user player will go first and click any board tile to make their first move



AI move then occurs automatically after user move, and it its users turn again



After a winner is determined, a message will be shown to the user

