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★ Implement TIC TAC TOE Game

• Pseudocode:

```
function minimax(nodes, depth, isMaximizingPlayer)
    if node is a terminal state
        return evaluate(node)
    if isMaximizingPlayer
        bestValue = -∞
        for each child in nodes:
            value = minimax(child, depth+1, false)
            bestValue = max(bestValue, value)
        return bestValue
    else:
        bestValue = +∞
        for each child in nodes:
            value = minimax(child, depth+1, true)
            bestValue = min(bestValue, value)
        return bestValue
```

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