1- Project Name:

Tic Tac Toe game

2-Team Members

* محمد اشرف صلاح عبدالعزيز.
* وليد منتصر عبدالغني سعفان.
* عبدالرحمن علي مسعد محمد شباره.
* محمد الغريب محمد الغريب.

3-Ai Algorithm used

Adverserial Machine Learninig Algorithm.

4-PEAS and ODESA

**PEAS**

Performance (P):

* The agent always makes valid moves.
* Agent can play the game.
* The number of losses ,draws,wins.

Environment (E):

* The tic tac toe board
* Python program.
* The laptop / computer.

Actuators (A):

* Human.
* The opponent.
* The Enter button on the computer.

Sensors (S):

* The opponent's movements.
* The codes.

**ODESA**

Observability (O):

* Fully Observable.

Deterministic (D):

* Strategic.

Episode (E):

* Episode.

Static (S):

* Dynamic.

Agent (A):

* Multi-agent.

5-Gui\_without\_code











