

# Tic-tac-toe

2D1380 Artificial Intelligence - project

(Max grade attainable with this project - 3)

In this project you are required to design a system that can play tic-tac-toe against a human. The human should be allowed to select O or X. O always goes first.

The game is required to have a strategy to beat the human user. It would naturally be useful to have a software system in which different strategies of playing could be evaluated.

The project includes:

1. Design a game playing strategy
2. Design a search strategy (w/withou) constraints
3. Programming of a system
4. Evaluation of system

The main emphasis should be on the design and the gaming strategy and less on the software engineering so a simple ASCII interface is fine.

For examination

- You should write a report that describes the system and motivate your design choices
- You should be able to demonstrate a working system