

Project Tic-Tac-Toe

DD2380 Artificial Intelligence - project

(Work part of project multiplied by 1 for this project)

In this project you are required to design a system that can play tic-tac-toe. The system should have a simple user interface. This could be a ASCII setup like the following

```
      1   2   3
      +---+---+---+
A    |   |   |   |
      +---+---+---+
B    |   |   |   |
      +---+---+---+
C    |   |   |   |
      +---+---+---+
```

The user first selects O or x, O always goes first.

The game is now required to have a strategy to try to beat the human user.

The project includes (besides report, presentation of opposition):

1. Design of a game playing strategy
2. Design of search strategies (W/without) constraints
3. Programming of a system
4. Evaluation of system
5. Demonstration of the system

The main emphasis should be on the design and the gaming strategy and not on the user interface and software engineering.