DEPARTMENT OF INFORMATION TECHNOLOGY

Course Name : Artificial Intelligence   Semester : VI
Course Code : 18UITE63   Class   : III B.Sc(IT)

ACTIVITY   #1 : Preparing the Solution Base

Date   : 11.03.2022

Topic   : Tic-Tac-Toe Game - Unit I

Introduction   : Tic-tac-toe or Xs and Os is a paper-and-pencil game for two players
who take turns marking the spaces in a three-by-three grid
with X or O. The player who succeeds in placing three of their
marks in a horizontal, vertical, or diagonal row is the winner.

Participants   : All Students

Players   : 2

Requirement   : 1. Board with 9 Cells   - *Defined Data structure*
                           2. *5* Coins each Player

Procedure   : 1. Two players will play the game
                            2. Each player will get his option of placing the coins

Winning Possibility : Coins of player1/ player2 being Placed,
                            1.   Horizontal
                            2.   Vertical
                            3.   Diagonal

Outcome :
                    1. Students understood the concept of gaming.
                    2. Data structures made understand.
                    3. Able to find the possible winning moves
                    4. Able to prepare a *knowledge base*

Snapshots of the Activity

Students Engaged in Board Activity	
2 players in each Desk Playing and checking possible solutions	
Completed Work	
The Boards with Solutions	