

Playas Gon' Play

We've analyzed how to automate Tic-Tac-Toe, now we want to automate a player to play against. Write down an algorithm that a person with no knowledge of the game can follow to play and win. Assume that the player knows the current state of the board and whether it is their turn or not. Your algorithm should be:

- a. Precise: it specifies exactly where to put the next X or O
- b. Complete: it works for all situations (including first move)
- c. Unambiguous: no room for interpretation or human decision-making
- d. Controlled randomness: it can call for a "coin flip" such as "any open corner"
- e. Awesome: all it does is win, win, win