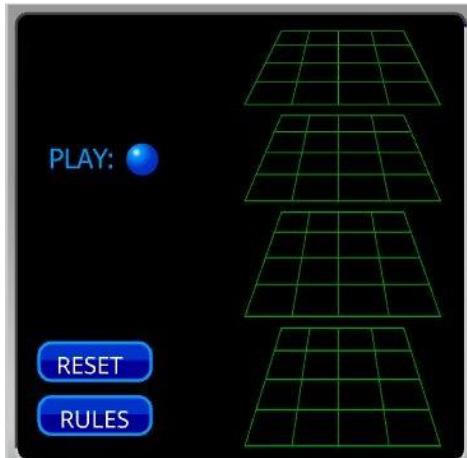


## Group Project (maximal number of students in a group - 4)

Implement One Player 3D Tic Tac Toe game (with 64 slots) - interface can be similar to the one given below.



with 3 difficulty levels: easy, difficult, insane.



- Easy means that  $\alpha$ - $\beta$  procedure is 2 levels deep.
- Difficult means that  $\alpha$ - $\beta$  procedure is 4 levels deep.
- Insane means that  $\alpha$ - $\beta$  procedure is 6 level deep.

(See: <https://www.mathsisfun.com/games/foursight-3d-tic-tac-toe.html> )

### Hint

Similar to the implementation of 2-dimensional Tic-Tac-Toe game [<https://myplugins.net/coding-tic-tac-toe-gui/>].

Mini-Max and Alpha-Beta procedures are explained on:

<https://www.geeksforgeeks.org/implementation-of-tic-tac-toe-game/>