

ABSTRACT

Tic-Tac-Toe game is a broad type game. How to play it by filling the column on the board to form lines are vertical, horizontal and diagonal. Game of tic-tac-toe is a computer-based intelligence or the Artificial Intelligence (AI) at each level. Easy level AI go at random, normal levels of AI opponent to win only to prevent and hard level AI opponents and preventing steps to determine the best move.

Application of a tic-tac-toe is made using the waterfall method by modeling the Unified Modeling Language (UML). And apply the minimax algorithm. This application can be used as a medium of entertainment, according to the desired level and the ability of the user. As well as this application has been tested on every level to the user.

Keywords : Tic-Tac-Toe, Artificial Intelligence, Minimax