

A game with AI, For example: Checkers of some sort, Go, Chess, 3-dimensional Tic Tac Toe etc.

Principles:

1. Examining possibilities, using trees, pruning, brute force, Alpha Beta pruning.
2. Creating an 'intelligent' scoring function for a game 'state'
3. If the game has many possible moves (not solvable by human) it is better.