```
import math

def minimax (curDepth, nodeIndex,maxTurn, scores,targetDepth):
  if (curDepth == targetDepth):
    return scores[nodeIndex]

  if (maxTurn):
    return max(minimax(curDepth + 1, nodeIndex * 2,
          False, scores, targetDepth),
        minimax(curDepth + 1, nodeIndex * 2 + 1,
          False, scores, targetDepth))

  else:
    return min(minimax(curDepth + 1, nodeIndex * 2,
          True, scores, targetDepth),
        minimax(curDepth + 1, nodeIndex * 2 + 1,
          True, scores, targetDepth))

scores = [3, 5, 19, 9, 34, 5, 6, 23]
treeDepth = math.log(len(scores), 2)
print("The optimal value is : ", end = "")
print(minimax(0, 0, True, scores, treeDepth))
```

```
The optimal value is : 23
```