

Global variables
 Black =
 White =
 Difficulty =

Adjusts all variables
 Every time
 game-data()
 Black =
 White =
 Difficulty =

def gamestate()

1. spill slot? → [Game over]
2. human spiller

White

if human
human-player()

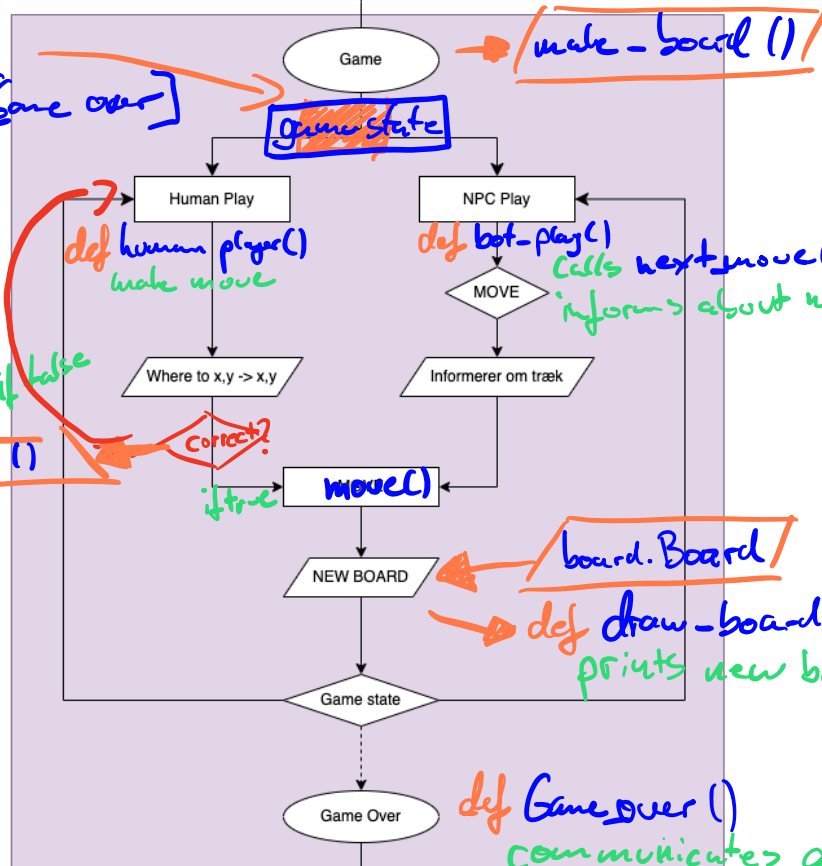
elif bot
bot-play()

is-legal()

Black

if human
human-player()

elif bot
bot-play()



def Game-over()

communicates game over
 who won
 if tie
 call restart()

def restart()

if restart
start-game()
if abort
abort()

def doort()



Verg. unpendent
Detail!