

FourFourAIPlayer::calculateMove

```
graph LR; A[FourFourAIPlayer::calculateMove] --> B[FourFourAIPlayer::minimax]; B --> B;
```

The diagram illustrates a function call. A light blue box on the left contains the text 'FourFourAIPlayer::calculateMove'. A straight blue arrow points from the right side of this box to the left side of a dark grey box on the right. The dark grey box contains the text 'FourFourAIPlayer::minimax'. A curved blue arrow originates from the top right corner of the dark grey box and points back to its top left corner, indicating a recursive call or a loop.

FourFourAIPlayer::minimax