

SUS_SmartPlayer::calculate
Move2

```
graph LR; A["SUS_SmartPlayer::calculate Move2"] --> B["SUS_SmartPlayer::minimax"]; B --> B
```

SUS_SmartPlayer::minimax

A blue arrow points from the 'calculate Move2' block to the 'minimax' block. A blue curved arrow also points back to the 'minimax' block from within its own boundary, indicating a self-loop or recursive call.