

SUS_SmartPlayer::calculate
Move2

```
graph LR; A[SUS_SmartPlayer::calculateMove2] --> B[SUS_SmartPlayer::minimax]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is white with a black border and contains the text 'SUS_SmartPlayer::calculateMove2'. A straight blue arrow points from the right side of this box to the left side of a second box. The second box is gray with a black border and contains the text 'SUS_SmartPlayer::minimax'. A curved blue arrow starts from the top of the gray box and points back to the top of the same box, indicating a self-loop.

SUS_SmartPlayer::minimax