functionminimax(node,depth,alpha,beta,maximizingPlayer)is ifdepth==0ornodeisaterminalnodethen returnstaticevaluationofnode

ifMaximizingPlayerthen //forMaximizerPlayer

maxEva=-infinity foreachchildofnodedo eva=minimax(child,depth-1,alpha,beta,False)

maxEva=max(maxEva,eva) alpha=max(alpha,maxEva)

ifbeta<=alpha

break returnmaxEva

else //forMinimizerplayer minEva=+infinity foreachchildofnodedo eva=minimax(child,depth-1,alpha,beta,true) minEva=min(minEva,eva) beta=min(beta,eva)

ifbeta<=alpha

break returnminEva