



- 1: collect all possible moves then randomly select one, to prioritize check > capture > avoid capture
- 2: check is easy to verify, loop through all possible next moves
- 3: capture is easy to verify, see if moving to new position will result in capture of enemy piece (step4: prioritize moves that capture more valuable pieces)
- 4: avoid capture: if current piece is under capture, then move to a position that it is no longer under capture (ignore if after escape will put other allies under capture, this could be step4)
- 4.1: how to check if new position is under capture: loop through all enemy pieces and all of their possible moves, see if anymove will result in capture of current piece (and current piece only, as suggested in (4), ignore other pieces except KING)