Knowledge Representation

* By using the square classes, it allows each square to have a defined X and Y position, and can easily determine if there is a piece on this square and if so, find out what that piece is
* Square class speeds querying of each square, as each square will determine if it can be moved to
* Move class passes in squareX and squareY
* Square x is starting pos, squareY is landing pos
* Allows agent to keep track of all possible moves for each piece
* The stack allows the ai agent to acquire all possible moves it can do

Logical Representation

* It will take one of 3 approaches at random – next best move, 2 levels deep, random
* Next best move and 2 levels deep instantiate a scoring system#
* The scores for each piece are held in a pieceScore class
* Stack rates each move, picks move with the highest score. – next best move
* 2 levels deep extends next best move – considers the opponents next move after the agent moves