Each new game must have implemented the next variables and procedures for the UCT algorithm to work:

virtual void Copy\_Game\_State\_From() {};

virtual Game\_Engine\* Create\_Duplicate\_Game(};

int\* current\_number\_moves;

string game\_name;

bool is\_deterministic;

int number\_players;

int maximum\_allowed\_moves;

int current\_player;

bool game\_ended;

double\* score;

int current\_plys;

int\* history\_moves;

virtual int Play\_Move(int);

virtual int Play\_Move\_Unsafe(int);

virtual void Calculate\_Score()

int Select\_Move\_Random();