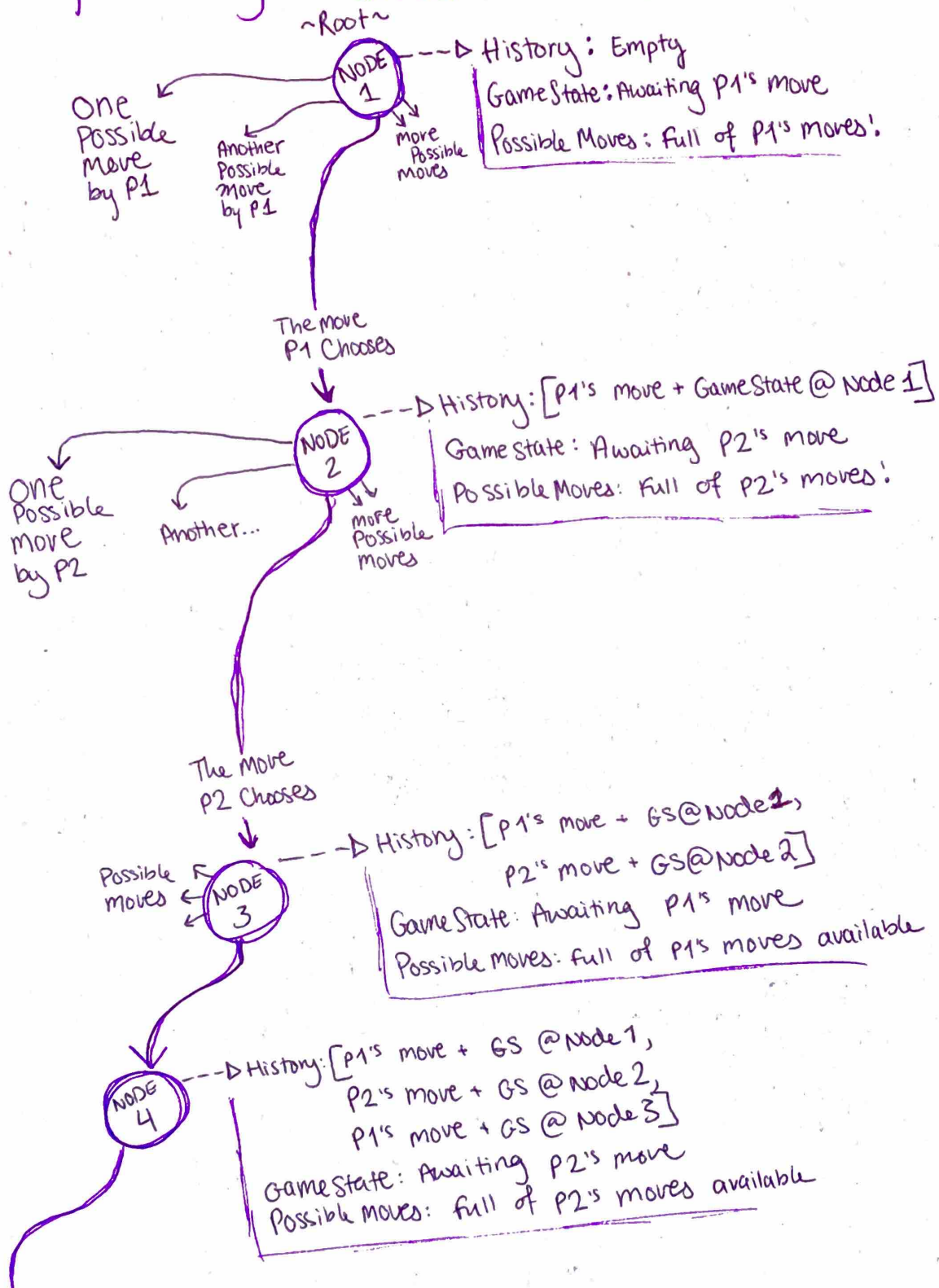
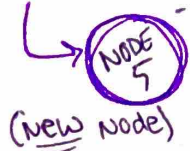


Example of Traversing a GameTree (2-Players)



Call Undo Previous Move on Node 4:



History: node 4's history minus last element
 GameState: GS from the last element of Node 4's history
 Possible Moves: Regenerates P1's moves from this state

*We do not store the previous Node but construct a new node that is identical to the previous one to traverse the Tree.