**Report**

Evaluation Function:

It is evaluating the value by counting the number of pieces on the board. If the returning value is positive then it means that the player with white pieces has upper hand and vice versa. More value means more priority.

maxVal:

It is the maximizer function. It is returning the best value for white player. This function applies move of the current state and then check them on evaluation function (if it is good for white player or not). It calls minVal to get best value of Black player to play best on defensive side. After that it evaluates the move and return the best evaluated value.

minVal:

Totally reverse of maxVal function.

AlphaBetaSearch:

It is using the minimax algorithm with alpha beta pruning.

It simply creates new states of possible actions on current state. Then it evaluates on the behalf of the current player (Black/White) which move is best for the current player or not by using minVal and maxVal functions ( Evaluation function in minVal and maxVal).

Opening Phase In AlphaBetaSearch:

It is giving less priority to double move of pawn of corner and of even number and then just updating the best move.

Decide Move:

It is simply displaying all the possible moves on current state and the using alpha beta search to take the best evaluated move.