**Game\_setup.py**

Board size,player switch, first one to move

Ai\_setup.py

Search er depth koto(beshi dile usually output slow hoi or recursion ar return kore na)

Ai er move choose korar score /pattern onujai bhaag kora hoise

Kon pattern e ai jiitbe/human jitbe

Ekhane high impact move er je threshold value(fuzzy can be used here maybe)

Ui\_setup.py

Ui er structure Kemon hobe,width ,height,font,color eshb thik kora

AlphaBeta.py  
algorithm code

Game.py

Draw kora board e

State change kora khelar obostha onujai

Player switch, result show kora,mainly output e dekhanor kaj