
Algorithm 1 Minimax

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1: function MINIMAX(board, depth, isMaximizingPlayer)
2:   if game over in board then
3:     return score of board      ▷ +10 para victoria IA, -10 para victoria
                                jugador, 0 empate
4:   end if
5:   if isMaximizingPlayer then
6:     bestScore  $\leftarrow -\infty$ 
7:     for each possible move in board do
8:       make move
9:       score  $\leftarrow$  MINIMAX(board, depth + 1, false)
10:      undo move
11:      bestScore  $\leftarrow$  max(bestScore, score)
12:    end for
13:    return bestScore
14:  else
15:    bestScore  $\leftarrow +\infty$ 
16:    for each possible move in board do
17:      make move
18:      score  $\leftarrow$  MINIMAX(board, depth + 1, true)
19:      undo move
20:      bestScore  $\leftarrow$  min(bestScore, score)
21:    end for
22:    return bestScore
23:  end if
24: end function
```
