Closed Task

* Use visitor method for moves, new log,
* Used a lot of streams
* Generate possible moves by generating all moves then filtering

Open ended task

* AI uses game tree to predict multiple moves into future
* Uses alpha-beta pruning
* Multiple strategies for solving issues – minimum distance. Lots of allowance for other strategies.
* Have singletons for the use of initialising anything used for evaluation
* Used visitor pattern in LookAhead