

```
1
2 package Game;
3
4 import java.util.ArrayList;
5
6 /**
7  * This class is used to store a move that is performed during a chess game
8  * and a value associated with that action, which the value is determined
9  * by the move itself or cumulative actions for the GameTree A* expansion.<nbsp>
10  * This has a variable amount of children which depends on how many valid actions
11  * can occur at a given board state.
12  *
13  * @author Ep16fb
14  */
15 public class Node {
16
17     public final Move move;
18     public final int value;
19     public ArrayList<Node> children;
20
21     public Node(Move move, int value){
22         this.move = move;
23         this.value = value;
24         children = new ArrayList<>();
25     }
26
27     public Node(){
28         this(null, 0);
29     }
30
31 }
32
```