```
# A simple Python3 program to find
# maximum score that
# maximizing player can get
import math

def minimax (curDepth, nodeIndex,
   maxTurn, scores,
   targetDepth):

 # base case : targetDepth reached
 if (curDepth == targetDepth):
  return scores[nodeIndex]

 if (maxTurn):
  return max(minimax(curDepth + 1, nodeIndex * 2,
     False, scores, targetDepth),
    minimax(curDepth + 1, nodeIndex * 2 + 1,
     False, scores, targetDepth))

 else:
  return min(minimax(curDepth + 1, nodeIndex * 2,
     True, scores, targetDepth),
    minimax(curDepth + 1, nodeIndex * 2 + 1,
     True, scores, targetDepth))

# Driver code
scores = [3, 5, 2, 9, 12, 5, 23, 23]

treeDepth = math.log(len(scores), 2)

print("The optimal value is : ", end = "")
print(minimax(0, 0, True, scores, treeDepth))

# This code is contributed
# by rootshadow
```