**function** minimax(node, depth, maximizingPlayer)

02 **if** depth = 0 **or** node is a terminal node

03 **return** the heuristic value of node

04 **if** maximizingPlayer

05 bestValue := -∞

06 **for each** child of node

07 v := minimax(child, depth - 1, FALSE)

08 bestValue := max(bestValue, v)

09 **return** bestValue

10 **else** *(\* minimizing player \*)*

11 bestValue := ∞

12 **for each** child of node

13 v := minimax(child, depth - 1, TRUE)

14 bestValue := min(bestValue, v)

15 **return** bestValue

*(\* Initial call for maximizing player \*)*

minimax(origin, depth, TRUE)