Chapter 1

Testing

1.1 Iterative Testing

Most just playing the game.

1.1.1 Minimax

1.1.2 Migrations

1.2 Unit Tests

1.2.1 Board Evaluator

1.2.2 CPU

1.2.3 Rays

1.3 Final Tests

1.3.1 Objetive 1

1.3.2 Objetive 2

1.3.3 Objetive 3

1.4 Videos