**MiniMax testing Cases**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test | Depth | Who Is To Move (player 0 or 1) | Initial Node Turn (0 or 1) | Initial Player Turn (0 or 1) | MiniMax Maximising player? (T or F) | Expected Semantic |
| Correct | 1 | 1 | 0 | 0 | F | … |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |