

MCTS_Node

- + visitCount: double
- + winCount: double
- + parent: MCTS_Node*
- + children: vector<MCTS_Node*>
- + possibleMoves: vector<Move*>

- + simulate_game(): Game*
- + get_most_visited_move(): Move*
- + expand(): MCTS_Node&
- + update(vector<EvalState>&): void
- + get_uct(): double



MCTSPlayerContext

- + iterationCount: size_t
- + playoutStrategy: AIPlayer_Config*
- + determinizingWorldCount: size_t
- + explorationConstant: double