mcts::MCTS< CellT, PlayerT, PawnT >
+ MCTS()
+ ~MCTS()
+ begin()
+ begin_mcts()
# backPropagateAndRevertAction()
# getRandomAvailableMoveFrom Board()
# formula()
# doActionOnBoard()
# expandNode()
# selectBestChildAndDoAction()
# randomChooseChildOrFallback OnNode()
# randomSimulation()
# expandNode()