Minimax(player)

Let Move be an object corresponding to a move, ScoredMove be an

object corresponding to a Move and its score.

Then:

ScoredMove bestSoFar = new ScoredMove(); // default

ScoredMove result;

// If the game is over, return a fake move and the score

if the state is a draw then:

return new ScoredMove(null, 0);

else if the state is a win for the computer then:

return new ScoredMove(null, 1);

else if the state is a win for the human then:

return new ScoredMove(null, -1);

fi;

// We set scores initially out of range so as to ensure we will

// get a move

if player is computer then:

bestSoFar.score = -2;

else:

bestSoFar.score = 2;

fi;

for each move m do:

perform m;

result = Minimax(next player);

undo m;

if it is computer’s turn and the result is better than the bestSoFar then:

bestSoFar.move = m; // new best move

bestSoFar.score = result.score

else if it is the human’s turn and the result is worse than the bestSoFar then:

bestSoFar.move = m;

bestSoFar.score = result;

fi;

od;

return bestSoFar;