CSE 537 Project 2
Game Search
Project Description Update

Please make the following changes in order to generate comparable stats for minimax and alpha-beta search:

0. `minimax` method in `basicplayer.py` and `alpha_beta_search` method in `lab3.py` must be able to print out *the running time* and *the number of nodes expanded*.
1. Edit line 94 of `lab3.py`
`alphabeta_player = lambda board: alpha_beta_search(board, depth=`**`4`**`, eval_fn=new_evaluate)`
so that `new_player` and `alphabeta_player` use the same evaluation function and search to the same depth.
2. For **the AI Player-1** in each of the two games below, include *the running time* and *the number of nodes expanded* in your report:
Question 2, `run_game(new_player, basic_player)`, stats for `new_player`
Question 3, `run_game(alphabeta_player, basic_player)`, stats for `alphabeta_player`