Code Implementation:

Answer:

```
import math
def minimax (curr, node, maxTurn, scores, target):
    if (curr == target):
        return scores[node]
    if (maxTurn):
        return max(minimax(curr + 1, node * 2, False, scores, target),
                   minimax(curr + 1, node * 2 + 1, False, scores, target))
    else:
        return min(minimax(curr + 1, node * 2, True, scores, target),
                   minimax(curr + 1, node * 2 + 1, True, scores, target))

scores = [7, 8, 2, 9, 14, 9, 28, 23]
tree = math.log(len(scores), 2)

print("The optimal value is : ", end = "")
print(minimax(0, 0, True, scores, tree))
print(tree)
```