Player

chessColor : int
chessBoard : ChessBoard

PlayChess()

ChessBoard

turn : int
prefab : Gameobject
grid[15,15] : int

Play(int[] pos) : return bool
CheckWinner(int[] pos, int chess):
returnbool
RetractChess()

AILevelThree

toScore : Dictionary<string,
float>
root : MiniMaxNode

AddToScore()

AILevelOne

toScore :
Dictionary<string,float>
score[15,15] : float

AddToScore()

ChessType
Black,
White,
Watch

MiniMaxNode

chess : int
pos : int[]
child : List<MiniMaxNode>
value : float

AILevelTwo