TO-DO: (Search for “TODO” in files)

1. ~~Grid.initializeGrid() – add pits~~
2. Grid.move()
3. ~~Gui.newGrid() – button listeners for human player to enter moves- Done~~
4. Written- #2 on pdf
5. ~~Written- #5 on pdf~~

3. (20 pts) Implement minimax search. This algorithm should take as input a max depth and conduct the the minimax search out to that depth. When evaluating states bottom level states during minimax you should use the metric you proposed for question 2.

4. (15 pts) Implement alpha-beta pruning for your mini-max search.

6. (30 pts) Implement the minimax algorithm with heuristics described in section 2 and apply it to this problem.