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HomeWork 4
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This assignment proved its superiority. The implementation of the Alpha-Beta pruning algorithm was a struggle. I ran into issues trying to figure out how to store values during the recursive calls of the algorithm. I created a class to store the values (x, y, h-score) and pass them up to the parent. Each time the function returns, it saves the h-score, but changes the x, y to the parent's coordinates.

The implementation process was all together enjoyable.

I will be posting this game to my website at <http://josefpaij.com/othello>

Also, I can't remember why I named the project CubeTest.