* Evaluation function is used only on leaves of the generated tree.
* Minimax tree evaluates all possible moves. There is where alpha beta pruning comes in. It helps you to not expliring branches that are suicidal moves (moves that lead you to loss of the game).
* The alpha beta pruning main idea: the opponent will not make that suicidal move, so we won’t analize it. If the opponent will make that suicidal move, we are happy.