# Exploring Depth and Pruning

In this lesson, students learn how to limit the depth and breadth of their minimax algorithm, making the non-player character more realistic. Students will evaluate the pros and cons of implementing these changes, and how they can be used in other searching contexts.

## Objective

Students will be able to:

* Define alpha-beta pruning
* Implement alpha-beta pruning and depth into minimax algorithms
* Articulate the importance of implementing alpha-beta pruning on search efficiency