

AI
+ matrixes: Array<Array<Array<Array<double>>>>> + gameStateModel: GameStateModel
+ AI() + findBestPlay(Array matrixes): void + findBestDiscard(Array matrixes): void + findBestHint(Array matrixes): void + findBestMove(Array matrixes): void + modelChanged(): void + devourStack(LinkedState<Map> eventStack): void