

# AI

- + evaluatePosition (Map map, byte playerNumber) : double
- + analyseMap ( ) : void
- evaluateMobility ( int, int , double) : double
- evaluateStoneCount ( double, double ) : double
- evaluateOverrideStoneCount ( int ) : double
- evaluatePositionalFactors ( int, int, int, int, double) : double
- + getPlayableSquares ( ) : int
- + getSolidSquares ( ) : HashSet<Vector2i>