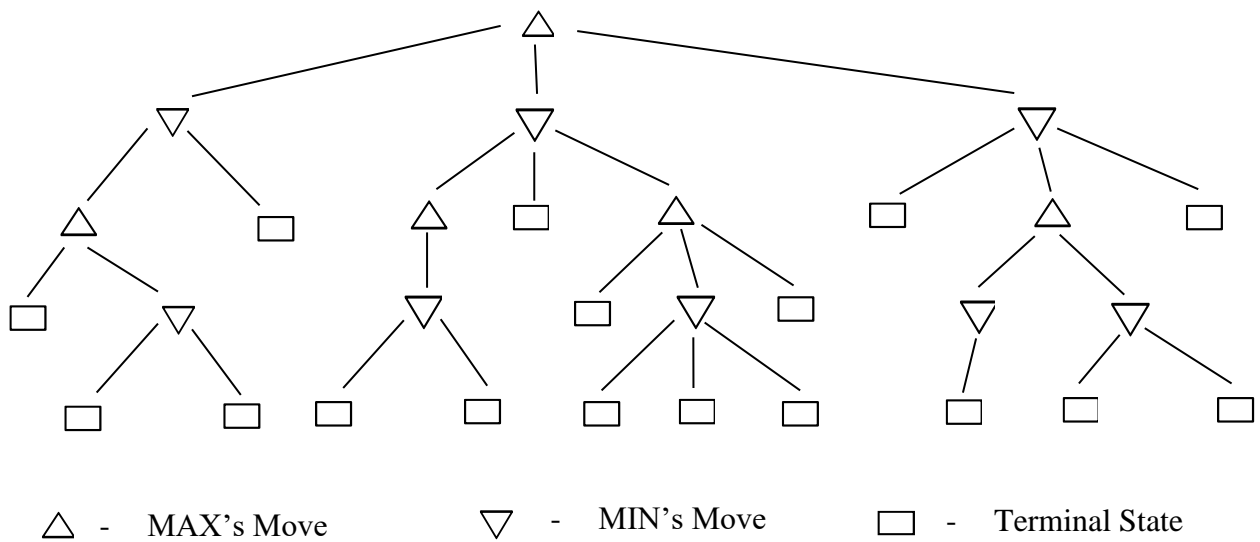
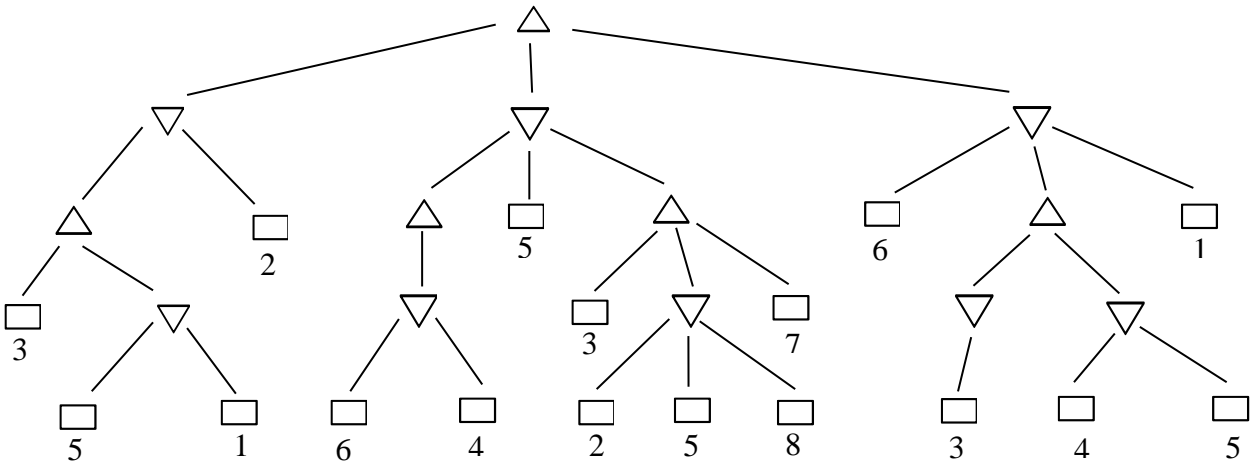


We take an imaginary game of just **2 moves** (4 half moves or plies) deep with **branching factor 3**.

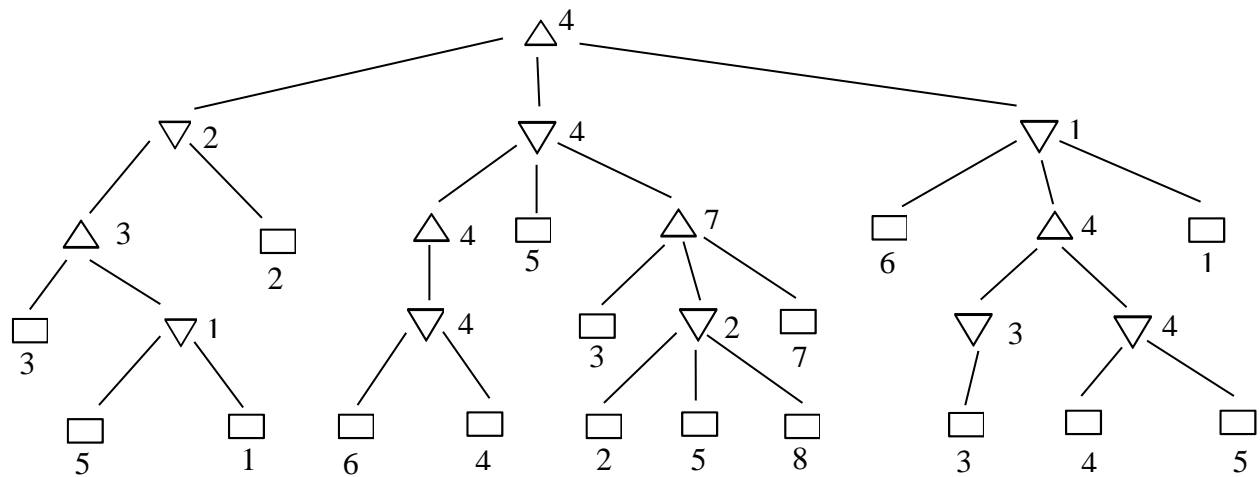
Step 1: Generate the whole game tree. [Assuming, MAX makes the opening move]



Step 2: Find the utility of the terminal nodes.

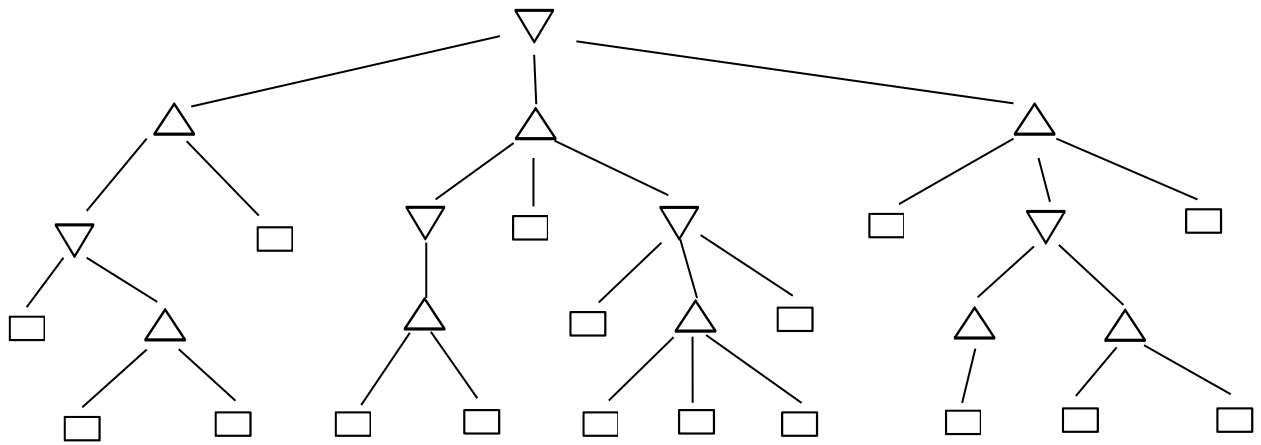


Step 3: Determine the MINIMAX values of the non-terminal nodes, from lower nodes up to the root. If a level represents MAX's turn, then the highest values of the successors are taken, and in case of MIN's – lowest values.

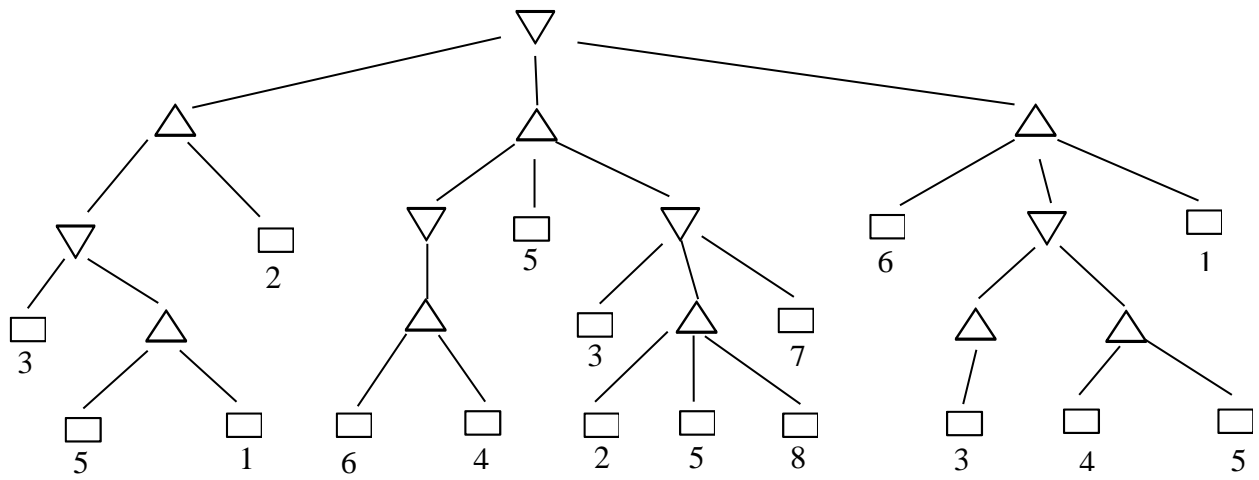


Step 4. Choose the best opening move. [Middle branch/child]

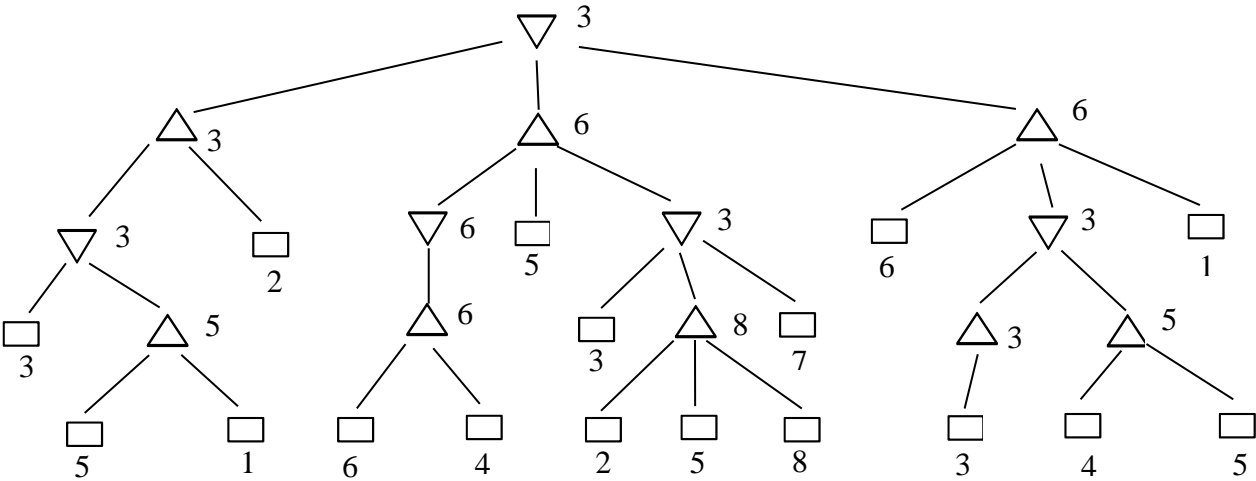
Step 1: [Assuming, MIN makes the opening move]



Step 2:



Step 3:



Step 4: [Left branch/child]

Multiple agent environment:

