

# Data Types

I use three new data types for my player framework; situations, strategies and tactics. A situation takes the gamestate and returns true or false depending on whether the situation is appropriate for the tactic, and then the strategy returns the actual move. Keeping these separate allows for increased efficiency.

```
type Situation = GameState → Bool
```

```
type Strategy = GameState → Move
```

```
type Tactic = (Situation, Strategy)
```





