Pawn chess agent

- NegaMax with βpruning
- Linear evaluation function
- Sorting of figures according to its board state and processing those figures with highest priority first

NegaMax

- As chess is a zero-sum game we can invert the values and don't check which player is currently playing
- Start with negaMax(a, β)
- In recursive step
  negaMax(-β, -max(bestScore, a)
- When bubbling up, invert the current result score (for checking scores appropriately to current player)
- If bestScore >=beta //Then prune

Linear evaluation function

- RETURN 1000 for win or -1000 for loss
- Otherwise compute as follows
  - PROCEED_WEIGHT * ROW_OF_FURTHEST_FIGURE + ATTACK_WEIGHT*NUMBER_OF_CAPTURES
  - Weights change according to board state

Sorting of figures

- 2 (descendent) sorting
  - One comparator which sorts according to the number of captures
  - One comparator which sorts according to the nearest position at the opposite side