AI Player

Extends player

Holds a sorted array of GameStates

Holds a difficulty value

Function getMove(gameState GS) returns move

{

for each gameState[i]

current winvalue =0

highest winvalue = -100

previous winvalue=0

best next move = move number

if GS=gameState[i]

{

GN = new gameState(GS, gameState[i].nextmove())

for each gameState[i]

if GS=gameState[i]

{

current winvalue+=gamestate[i].winvalue()

}

else

{

if current winvalue>=highest winvalue

{

highest winvalue= current winvalue

best next move = gameState[i].nextmove()

}

}

}

return move

}