```
FUNCTION MINIMAX(position, depth, maximizingPlayer)


    IF depth = 0 OR position is terminal THEN
        RETURN StaticEvaluation(position)
    END IF


    IF maximizingPlayer = TRUE THEN
        maxEval ← -∞


        FOR EACH child IN Children(position) DO
            eval ← MINIMAX(child, depth - 1, FALSE)
            maxEval ← MAX(maxEval, eval)
        END FOR


        RETURN maxEval


    ELSE
        minEval ← +∞


        FOR EACH child IN Children(position) DO
            eval ← MINIMAX(child, depth - 1, TRUE)
            minEval ← MIN(minEval, eval)
        END FOR


        RETURN minEval
    END IF


END FUNCTION
```