I have added the neighbors criteria for the static function of Minimax opening, as I think that more the number of neighbors, more the number of plays that would be available to the player in the midgame.

This is an improvement as compared to the previous static function, which would place a piece without checking the number of moves available in the midgame after placing a piece.

In the MiniMaxGame, I have decided to add a depth parameter to the static function, as it results in choosing the shorter path to be the better path rather than going for the longer route to get the same reward. In the old static function, if there was a win at depth 1 and a win at depth 2, it might choose depth 2, but in the improved static function it will always choose the one at depth 1.