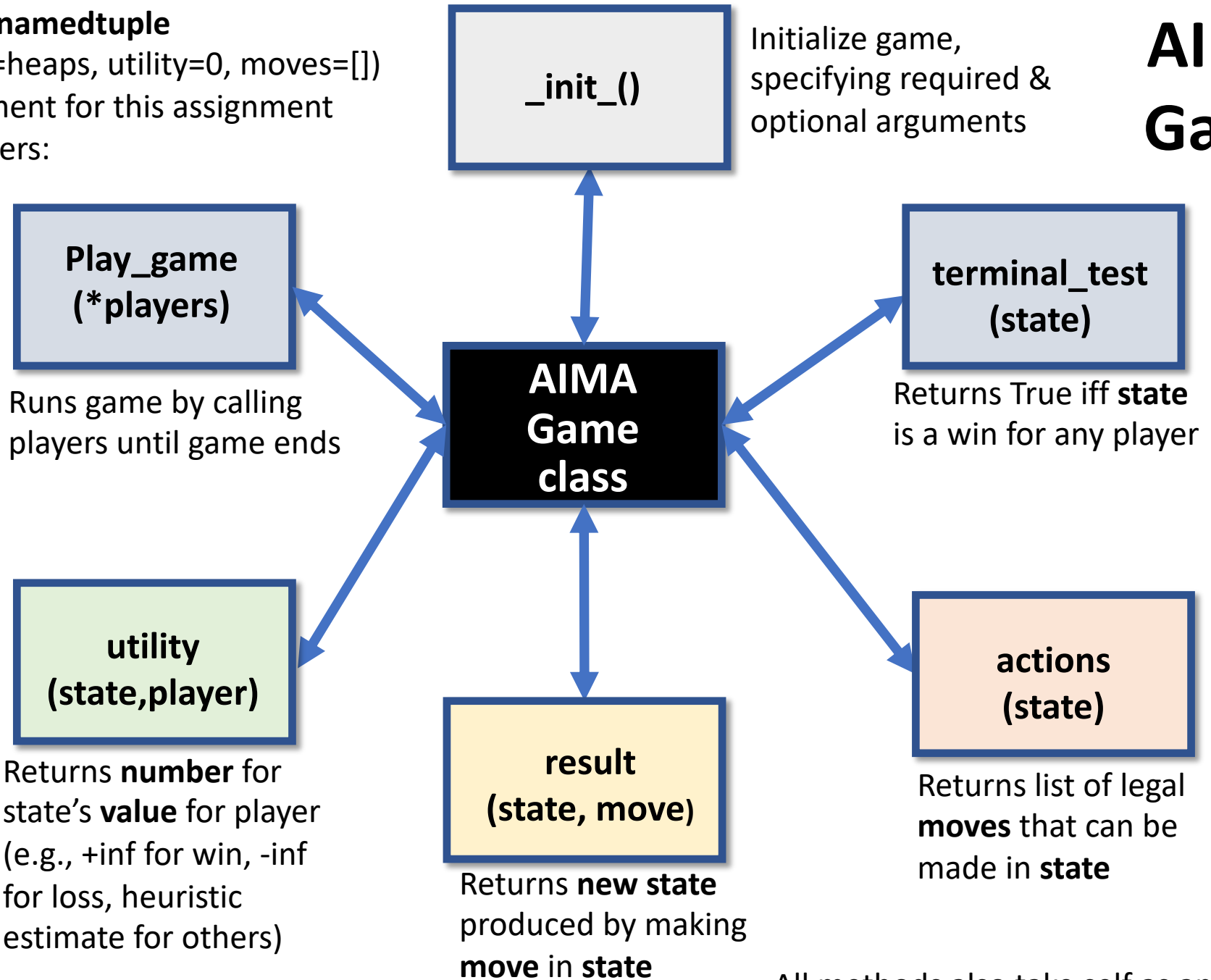


# AIMA Game

- Game's **state** represented as a **namedtuple**
- GameState(to\_move=1, board=heaps, utility=0, moves=[])  
you can ignore the moves element for this assignment
- We defined some possible players:
  - **random**: chooses random legal move
  - **mm**: uses minimax search to choose move
  - **ab**: uses alphabeta search to choose move
  - **abN**: uses alphabeta with cutoff of N to choose move
  - **me**: shows state to human who enters move



All methods also take self as an initial arg