

MiniMax

```
function MiniMax(State s, Event e, boolean isMax)
  State s1 = updateState(s, e)
  if (isLeaf(s1))
    return eval(s1)
  if (isMax)
    highest = -∞
    foreach (Event e1 in maxmoves(s1))
      tmp = MiniMax(s1, e1, !isMax)
      if (tmp > highest)
        highest = tmp
        move = e1
    return highest, move
  else
    lowest = ∞
    foreach (Event e1 in minmoves(s1))
      tmp = MiniMax(s1, e1, !isMax)
      if (tmp < lowest)
        lowest = tmp
        move = e1
    return lowest, move
```