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