Tournament Rules:

This tournament will use the standard rules which can be found here:

- The bots must be written in Python3 and work in the environment found on the main testing package page.
- The bots must have a function called 'nextMove' which is what the testing program will call.
- The 'nextMove' function takes in three arguments
  1. The moves played so far (array of integers)
  2. The remaining possible moves if there is a finite number of them (array of integers or empty array if infinite remaining moves)
  3. The remaining time the bot has for the game (float)
- The 'nextMove' function returns an integer as the move to play.
- If the 'nextMove' function returns something that is not an integer or an integer that is not a legal move, the bot loses.
- The bot has a chess clock with 30 seconds total (that means that per game, the bot has 30 seconds to make all of its moves).
- The largest move the bot can play is 1000000.

This will be a double round robin tournament where each match between two bots is made up of 50 games. The winner will be the bot with the most overall MATCH wins. It doesn’t matter by how many games a bot wins a match. The code for each bot will be read by the tournament organizer to ensure legitimacy.