Tic Tac Toe
Parallel Searcher

ply: 5  cut off: 2  divide cut off: 3

current board: #  move to make: null
possible moves: # # # # # # # # #

We use our sequential
minimax from here down
as our sequential cutoff
is 2, so the last 2
levels of our ply 3
are run sequentially.
(3 partial levels
above + 2 sequential
levels don’t run by minimax
= 5 ply)