

devise subtract square tests

For each of the following, consider which legal moves are *possible*, and which legal moves give you information about whether minimax is working or not. Explain your answers.

```
sm = StrategyMinimax()  
sm.suggest_move(SubtractSquareState('p1', current_total=9))
```

```
sm = StrategyMinimax()  
sm.suggest_move(SubtractSquareState('p1', current_total=10))
```

```
sm = StrategyMinimax()  
sm.suggest_move(SubtractSquareState('p1', current_total=11))
```