Game Playing Agent Heuristic Analysis

Gathered data for 25 rounds, 100 games

	Baseline Heuristic Win Rate	Custom Heuristic Win Rate
Minimax Agent	54%	46%
Greedy Agent	25%	71%
Random Agent	89%	91%
Custom Agent	48%	49%
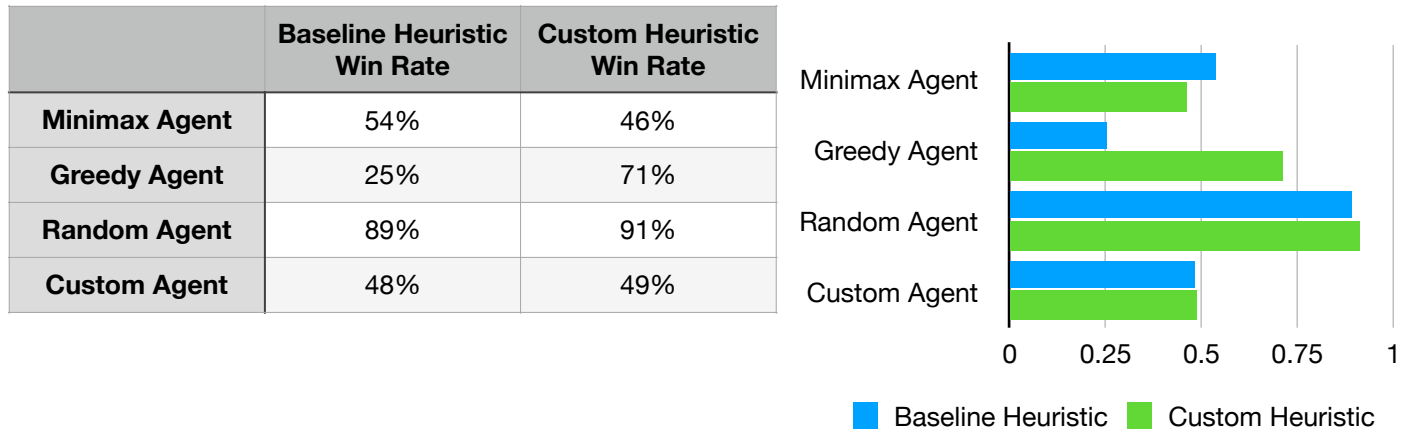
What features of the game does your heuristic incorporate, and why do you think those features matter in evaluating states during search?

We can increase the chances of wining by having more liberties than the opponent, to achieve that, the implemented custom heuristic chooses the closest move to board center, as - generally speaking - a knight has more moves available when it is located in the center of the board thus including the number of liberties available at every state.

Analyze the search depth your agent achieves using your custom heuristic. Does search speed matter more or less than accuracy to the performance of your heuristic?

The agent reaches a depth of 4.
Under the default time constraint heuristic accuracy matters more than search speed.