Statistics:

Evaluation Function (i):

Depth	Average moves to win	Average win rate (50 games)
3	29.66	29
3	27.71	28
3	29.08	28
Average	28.82	28.33
5	26.96	25
5	25.42	21
5	27.28	25
Average	26.55	23.67

Evaluation Function (ii):

Depth	Average moves to win	Average win rate (50 games)
3	28.31	32
3	26.89	34
3	28.17	35
Average	27.79	33.67
5	27.18	27
5	28.07	26
5	26.67	21
Average	27.31	24.67

Evaluation Function (iii):

Iteration	Average moves to win	Average win rate (50 games)
3	20.71	42
3	22.35	40
3	19.30	43
Average	20.78	41.67
5	19.16	45
5	22.13	47
5	20.31	45
Average	20.53	45.67

We can clearly observe: (iii) > (ii) > (i)

Didn’t consider (iv) as (iii) worked optimally

(c) Move ordering heuristic

Depth = 5, Games = 10:

Time Without Move Ordering	Time With Move Ordering
27.48	16.48
29.38	14.84
33.24	14.88

Thus the time taken by the bot for each action is improved and overall game time is significantly reduced.