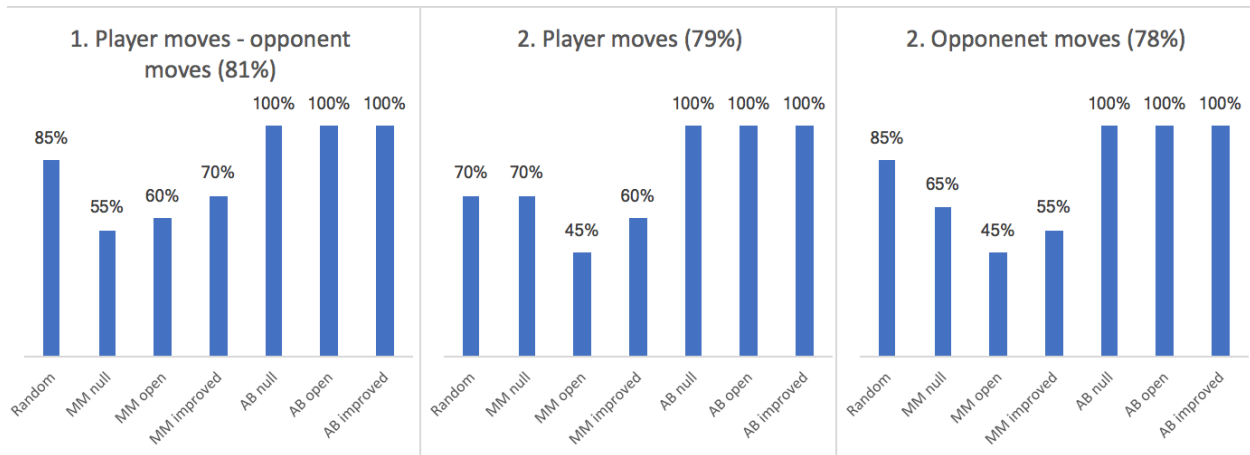


## Review of heuristics

I tried the following heuristics: 1) Player possible moves – opponent possible moves 2) Player possible moves 3) None (return 0)



Using the first heuristic yields the best result. However, the result for the two following heuristics does not differ much. Particularly the Opponent moves heuristic which is negatively correlated with out chance only removes a few ppts from our wins.