Heuristics Analysis:

Scoring Functions:
1. Custom_score: This heuristic employ scoring scheme where you are trying to make aggressive move in order to thwart your opponent by leaving him/her with least possible moves. The weight of 3 (as seen in code) can be tweaked to reduce/increase the aggressive of the game.
2. Custom_score_2: This heuristic is based on the strategy that player should have more moves than opponent and opponent should have less moves compared to the player.
3. Custom_score_3: The above strategy can be used with weights giving it more aggressive approach. In code we have used weight of 1.5.

Results of Tournament showing respective score and heuristic performances:

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*******************************
         Playing Matches
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Match #   Opponent    AB_Improved    AB_Custom    AB_Custom_2   AB_Custom_3
                      Won | Lost    Won | Lost   Won | Lost    Won | Lost
   1       Random      9  |  1      10  |  0      9  |  1       9  |  1
   2       MM_Open     5  |  5       6  |  4      5  |  5       7  |  3
   3       MM_Center   8  |  2      10  |  0      9  |  1       8  |  2
   4      MM_Improved  5  |  5       5  |  5      6  |  4       5  |  5
   5       AB_Open     7  |  3       5  |  5      4  |  6       5  |  5
   6       AB_Center   5  |  5       6  |  4      4  |  6       4  |  6
   7      AB_Improved  6  |  4       4  |  6      7  |  3       6  |  4
   -------------------------------------------------------------------------
         Win Rate:      64.3%        65.7%         62.9%         62.9%
```

Conclusion: In the above implementation, the custom scoring function which uses aggressive approach has resulted in better performance than AB_Improved by nominal margin. Further, evaluation of possible heuristic is required to gain better improvements.