Explanations

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Choosing a mill to remove in a more intelligent way:

Instead of choosing a random piece to remove when there is a mill, my function checks to see if there are any two in row opponent pieces (not three in a row) on the board and removes one of them instead. If there are no two in a row pieces on the board, it will randomly choose a piece to remove. We choose any two in a row opponent pieces in order to stop (hopefully) the opponent from getting a mill with that row.

Evaluation Heuristic:

Using the powerpoint heuristic suggestion as a guide, I made it so if the resultant move made a mill it would add +3 to the utility score. If the resultant move is next to their own piece it would get a +1 to the utility score. If the resultant move is next to a piece and the third spot of the row is free then +2 to the utility score. If the resultant move is next to the opponent that it would be -1 to the utility score and finally if the move won the game then +100 to the utility score. My heuristic hopefully tries to make the player AI prioritize making mills more intelligently. This can be seen more clearly when you use alpha beta cutoff AI on a low depth setting.