Evaluation function used:

**def** utility(self,state):  
 **if** self.currentTurn==1:  
 utility=state.player1Score \*2 -state.player2Score  
 **elif** self.currentTurn==2:  
 utility=state.player2Score \*2 -state.player1Score  
 **return** utility

In the MaxConnect4Game, the goodness of a particular move is calculated by considering the scores of Player1 and Player2. The player’s score at that particular state is multiplied by 2 and subtracted by second player’s score for that state which gives us the best move that the player should make.

Table of depth limit vs CPU time:

|  |  |
| --- | --- |
| Depth Limit | CPU Runtime (in seconds) |
| 10 | 0.0469999313354 |
| 20 | 0.0929999351501 |
| 30 | 0.166999816895 |
| 40 | 0.110000133514 |
| 50 | 0.140000104904 |
| 60 | 0.128000020981 |
| 70 | 0.141000032425 |
| 80 | 0.141000032425 |