The Adversarial zero sum game heuristic function

In this type of the game our heuristics are based on simple minimax alpha-beta algorithm where the cost (score) of each branch in the travel tree is based on maximum number of people that can be saved by the player. However, 2 agents are working as enemies, so the score of the game (heuristic value) will be difference between score of two players.

Each expand of the tree the player one will choose maximum value for itself and minimum value for its enemy.

A semi-cooperative game heuristic function

In this type of the game the heuristic function will always return two values for each agent and each of agents will choose heuristic value best of itself and not the worst for the enemy.

A full cooperative game heuristic function

In this type of the game the heuristic function is also based on number of people that can be saved by the player except now two agents are working cooperatively and the score of the game (heuristic value) will be sum of saved people by both agents.