

For my initial results, I had an adversarial agent play against my random agent in chess. The problem with my initial agent was that it was great at making sure no moves remained for my random, but it couldn't do checkmate as shown by the table:

Game #	Winner	Agent Score	Opponent Score
1	Tie	40.2	-40
2	Tie	87.8	-87.6
3	Tie	73.6	-73.6
4	Tie	122.6	-72.4
5	Tie	49.6	-59.6
6	Tie	133	-93
7	Tie	82.4	-82.4
8	Tie	65.4	-65.6
9	Tie	128	-77.4
10	Tie	71.8	-71.8
Average	Tie	84.4	-64.3

Ties were based on stale mate. With my adversarial agent having high scores based on material advantage and positional advantage.