

For my final results, I had my v4 adversarial agent play against my v3 agent in chess. At version 3 my chess was beating random consistently so I thought this be the best option to verse against my final agent:

Game #	Winner	Final Agent Score	Improved Agent Score
1	Final Agent	113.6	-61.2
2	Final Agent	98.5	-44.6
3	Final Agent	45.2	-45
4	Final Agent	95.2	-36.7
5	Tie(3 fold repetition)	95.3	-43.9
6	Final Agent	82.8	-31
7	Final Agent	85.2	-32.8
8	Final Agent	25.2	-25.4
9	Final Agent	81.4	-29.2
10	Final Agent	141	-81
Average	Final Agent:9, Tie:1	76.8	-43.1

Final Agent consistently wins against all my other agents, and will even beat agents online slightly above a 1000 elo rating! Score is based on the heuristic, mainly for the final scores it would include material advantage, position advantage, and states such as check.