



Depth	Player 1 heuristic	Player 2 heuristic	win
2	0	1	1
2	0	2	2
2	1	0	2
2	1	2	2
2	2	0	2
2	2	1	1
4	0	1	2
4	0	2	2
4	1	0	2
4	1	2	2
4	2	0	2
4	2	1	2
6	0	1	2
6	0	2	2
6	1	0	2
6	1	2	2
6	2	0	2
6	2	1	2
8	0	1	2
8	0	2	2
8	1	0	2
8	1	2	2
8	2	0	2
8	2	1	2

The heuristics made no difference in the number of nodes searched. The only thing that made a difference in the nodes searched was the depth and whether pruning was off or on. In terms of win-rate, the heuristic again, largely made no difference. The biggest factor was again, the depth. The depth being low gave player 1 a higher chance at winning, however, even with the simplest heuristics, player 2 has a consistent advantage. The advantage is so great, that there was no notable difference in win-rate between any heuristic.