\*\*All points are evaluated for both the AI and the opposing player

* Material gained
* Compound points throughout calculations
* Attacks
* Attacks only at the last move checked (ex. If the depth is at 5, only factor the attacks from 5)
* Attacks on higher valued pieces are more important
* If attack is guarded, it becomes less important
* If attacking piece is pinned, use pin’s value to detract from attack’s value
* Pins on other player
* Valued based on piece being pinned’s value (ex. **Pawn** is pinned to queen means that the **pawn** cannot move because it would create a route of attack on the queen)
* Valued based on pieces that is pinned to’s value (ex. Pawn is pinned to **queen** means that the pawn cannot move because it would create a route of attack on the **queen**)
* Valued based on piece that does the pinnning’s value (ex. Pawn is pinned to queen by **rook** meansthatthe pawn cannot move because it would create a route of attack for the rook on the queen) (It is worse for the piece’s value to be higher; If the piece that does the pinning is of more value than the piece that is pinned, it is not very useful, many times, as both pieces cannot move and if your higher valued piece cannot move and their lowered value piece cannot move, its often better for them)
* Valued based on piece doing the pinning’s vulnerability (if it is being attacked by multiple pieces and is not protected, the pin is very seldom as useful as in other cases)
* Number of possible moves
* Valued only on the number of moves (uses difference between the two plyers) (mobility is important so that you can respond to any situation. However, this is valued lower than other points as there are many situations where this doesn’t work)
* Wins on the spot
* Overrides