* Base building state:
  + valueBuildBase: This checks if the base is built or not and adjusts the heuristic to be 1 or 0 depending on if the base isn’t built or if it is. My thought process was that I should build the base first for the requirements of everything else and that there’s no real reason to have multiple bases.
    - valueBuildBase = 1 - myBases.Count;
  + valueBuildBarracks: This checks if the base is built and the barracks are not built and if either of them are zero or both are zero then the result is zero and if the base is not zero but the barracks are then it equals one. My thought process was that I should build a barracks as soon as the requirements are met, as well as build more of them after the refinery is built.
    - valueBuildBarracks = myBases.Count - myBarracks.Count + myRefineries.Count;
  + valueBuildRefinery: This uses the same calculations as above but with consideration of the barracks and base as the heuristic before being subtracted by the refinery. My thought process was that I should build a refinery first after the requirements are met.
    - valueBuildRefinery = (myBases.Count + myBarracks.Count)/2 - myRefineries.Count;
* Army Building State:
  + valueTrainSoldier: This decreases by .01 in value every time a soldier is trained, my thought process was that soldiers are more important than archers by a lot, so if living soldiers reach 50 then we can be frugal and make archers
    - valueTrainSoldier = 1 - mySoldiers.Count / 100;
  + valueTrainArcher: This increases by .01 in value every time a soldier is trained, my thought process was that soldiers are more important than archers by a lot, so if living soldiers reach 50 then we can be frugal and make archers
    - valueTrainArcher = mySoldiers.Count / 100;