Round 1 (P1: 100 nodes, P2: 1000):

```
The 2 bot wins this round! ({1: -1, 2: 1})

Final win counts: {'draw': 0, 1: 6, 2: 94}
1336.95248420001  seconds
```

Round 2(P1:100, P2: 100):

```
Final win counts: {'draw': 1, 1: 58, 2: 41}
270.5396424999926  seconds
```

Round 3 (P1: 100, P2: 500):

```
Final win counts: {'draw': 0, 1: 13, 2: 87}
745.3312188000418  seconds
```

Round 4(P1:100, P2: 250):

```
Final win counts: {'draw': 0, 1: 30, 2: 70}
459.6294021999929  seconds
```

Round:	P1 Size	P2 Size	P1 v. P2
1	100	1000	[P1: 6 P2: 94 Draws: 0]
2	100	100	[P1: 58 P2: 41 Draws: 1]
3	100	500	[P1: 13 P2: 87 Draws: 0]
4	100	250	[P1: 30 P2: 70 Draws: 0]

RESULTS:
The results show just how much of a difference the amount of nodes you allow within one MCTS really effects the decision making of the bot with higher amount of nodes. Even when you increase the nodes by 2.5 times the P1, the results show much higher wins for the bot with the higher amount of nodes. It also seems to take a sort of a bell curve when it comes to how many wins it gets with the amount of nodes allowed. Just as you can see within the 500 and 1000 node bots, the difference in amount of wins they get are not very significant, they start to give diminishing returns. But when you compare 100 v 100 (which return almost 50/50) and 100 v 250, the amount of wins the bot with 250 nodes gets is much more significant than that of 100 v 500 and 100 v 1000.