1. List all features
2. Number of tokens left (G-R)
3. ~~Spaces adjacent to each token~~
4. ~~Tokens position (sub-formula)~~
5. ~~Number of enemy tokens left~~
6. Case color
7. \* Number of tokens not in danger
8. \* Token of your own color adjacent to “this token”
   1. Limit to 2 cases adjacent as F (for performance) if in danger & same direction, more weight

H(n) = wAA + wbB +… + wiI

We decided to check for each green token, if there is a space + R, or R + space adjacent to it. Then at the same time, we check the opposite direction and count how many green tokens are adjacent.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| G | G | **G** |  | **R** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| G | G | **G** | **R** |  |

For each endangered token: Remove x from score.

For each safe token: Add <x to score.

Conclusion:

20% A – Number of tokens left (G – R)

50% F – Number of tokens not in danger (spaces adj. included)

30% G – Token of your own color adjacent to “this” token limit two, same time as F)

Heuristics should be:

H(n) = 0.20A + 0.5F + 0.15Gattack + 0.15Gdefend