PHASE C | HY-487

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Its still laggy even tho i tried a lot of changes, also its not stable winning most of the times it stack between 2 tiles until a ghost scare it.

Here are the results after running it 10 times in depth = 3 :

```
→ PhaseC git:(main) ✗ python test_agent.py
Average Score: 554.6363636363636
Average Duration: 924.8778961040276
{'Run': 2, 'Duration': 198.2251627445221, 'Score': 1570, 'Win/Lose': 'Lose'}
{'Run': 6, 'Duration': 333.6761522293091, 'Score': 1281, 'Win/Lose': 'Lose'}
{'Run': 4, 'Duration': 758.9373383522034, 'Score': 2004, 'Win/Lose': 'Lose'}
{'Run': 10, 'Duration': 962.7938327789307, 'Score': 1157, 'Win/Lose': 'Lose'}
{'Run': 9, 'Duration': 1040.1026191711426, 'Score': 1216, 'Win/Lose': 'Lose'}
{'Run': 8, 'Duration': 1062.5630235671997, 'Score': 1263, 'Win/Lose': 'Lose'}
{'Run': 7, 'Duration': 124.0134521836715, 'Score': 553, 'Win/Lose': 'Win'}
{'Run': 1, 'Duration': 1135.749439716339, 'Score': 58, 'Win/Lose': 'Lose'}
{'Run': 3, 'Duration': 1319.6181013584137, 'Score': -890, 'Win/Lose': 'Lose'}
```