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As I changed the search depths I noticed that it took longer as it went up, which makes complete sense, but it wasn't a drastic change. The time for it to make a decision was still miniscule compared to a human. I also noticed that it tried to plan ahead for big moves, but it's assuming that I'm playing as an optimal player, so it didn't always work out for it.

As I changed the evaluation function I added more variables to provide a heuristic value. At first I only have two variables, isHuman or isKing to increment or decrement the value. Then I saw on Canvas a post about adding a characteristic to check where the pieces are and adding weights if it closer to the enemy's king row. I added this and noticed that pieces were more willing to sacrifice themselves in order to reach my end. Especially around the halfway point which is my first check.