No. positions	Decreased by: 47.33%	No. games: 100

test against Rybica 2.3.2a	Elo Rating Win-draw-loss				No. games
	2500	2300	2100	1900	
Eval. Fun.	18-1-181	69-43-88	98-23-79	113-31-56	200
Eval. Fun. + Action Lib.	37-4-159	78-36-86	117-29-54	167-9-24	200
Using Similarity	42-37-121	111-46-43	124-41-35	181-13-6	200

Comparison Standards	
Notes	- All tests are done at depth 4 of the search tree - Minimax search is used along with Alpha-beta pruning algorithm and Quiescence search to search quite positions
No. positions	we treid to reduce the number of positions to be evalauted each time. We tested our engine that feeds the search tree with grandmasters moves that were retreived from action library againts an engine that feeds the search tree with all legal moves at each position.
EvalFun.	We used the evaluation function of Eduardo V. and Carlos A. and improved it by getting the defenders and attackers at each position. In this test we used our eval function with minimax only without action library.
EvalFun.+ActionLib	we used our improved evaluation function along with our action library and minimax. The moves retrieved from action library feeds the search tree with grandmaster response at same opponent move. The test lead to reducing the branching factor of the search tree and the number of positions to be evalauted.
Using Similarity	we improved the privious test by retrieving grandmaster response to the same opponent move at SIMILAR position. We retrieved similar positions according to Debasia G. Johannes L. and Gareth J. First, grandmaster responses to the same opponent move is retreived, then we applay similarity algorithm to return the most similar response in the most similar position.