Isolation Game Minimax Score Function

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My custom function's algorithm:

So my function gives a higher score if the player is not beside the edge of the board, this is reasonable as the "L" move will be very limited if the player location is at the edge of the board.

So I use the basic difference method between "available moves for the player" and "available moves for the opponent", but multiplied with a higher coefficient if the player is not beside the edge of the board.

This coefficient was chosen to be 1.2 after some trials.

Results of ID_Improved and my method:

```
Results:
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ID_Improved          67.50%

*************************
Evaluating: Omar|WID170709
*************************

Playing Matches:
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  Match 1: Omar|WID170709 vs    Random          Result: 184 to 16
  Match 2: Omar|WID170709 vs    MM_Null         Result: 163 to 37
  Match 3: Omar|WID170709 vs    MM_Open         Result: 127 to 73
  Match 4: Omar|WID170709 vs MM_Improved        Result: 103 to 97
  Match 5: Omar|WID170709 vs    AB_Null         Result: 163 to 37
  Match 6: Omar|WID170709 vs    AB_Open         Result: 131 to 69
  Match 7: Omar|WID170709 vs AB_Improved        Result: 143 to 57

Results:
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Omar|WID170709       72.43%
```