

# Heuristic Analysis

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## Heuristic 1

This is a defensive heuristic as it poses importance on the potential move being as close as possible to the center of the board.

## Heuristic 2

This is an all-encompassing scoring function that considers all possible elements of the game. This is the most balanced heuristic as it contains both defensive and offensive parameters.

## Heuristic 3

This is also a mixed heuristic as it incorporates offensive and defensive parameters. The difference here is that it experiments the concept of variable importance of the parameters as the game progresses.

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Playing Matches  
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Match #	Opponent	AB_Improved	AB_Custom	AB_Custom_2	AB_Custom_3
		Won   Lost	Won   Lost	Won   Lost	Won   Lost
1	Random	9   1	8   2	9   1	9   1
2	MM_Open	5   5	7   3	7   3	4   6
3	MM_Center	8   2	9   1	8   2	6   4
4	MM_Improved	6   4	4   6	3   7	6   4
5	AB_Open	5   5	5   5	5   5	4   6
6	AB_Center	4   6	7   3	4   6	4   6
7	AB_Improved	7   3	4   6	5   5	6   4
	Win Rate:	62.9%	62.9%	58.6%	55.7%