

Heuristic

1. The edges have the lowest value as they face the most impact when a square is rotated. $\text{edges_score} = 1$
2. The Plus of a square has the second to least impact when rotation so a greater score is assigned to them. $\text{plus_score} = 2$
3. The centres of squares are key since even after rotation there's no difference to them so they've the greatest value so $(2 * (\text{score of plus})) + 1 = \text{score of center}$