1. First heuristic I chose based on that edge board and near edge moves have less possible moves. So they should have different score value. It's close to center_score heuristic, but it doesn't differ all centered moves that not close to edge. Cuz all centered moves have same amount of freedoms (possible moves) they should not be differ.

    Edge move value = 1
    Near edge move value = 2
    All centered moves value = 3

2. Second heuristic based on board of values for possible moves.

```
2 3 4 4 4 4 3 2
3 4 6 6 6 6 4 3
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
3 4 6 6 6 6 4 3
2 3 4 4 4 4 3 2
```

It's updated version of first heuristic, but it's more more accurate, cuz it's more precisely takes into account the number of freedoms of each move.

3. The last version is "board values" version with counting difference with other player value. Since this is the most advanced version of the previous two, I used it.