Alright, so right now we have an array for center preference.

Lets expand it to a table, so something like:

1	3	5	7	6	4	2
2	4	6	8	7	5	3
3	5	7	9	8	6	4
3	5	7	9	8	6	4
2	4	6	8	7	5	3
1	3	5	7	6	4	2

Bottom row is just 1 through 7 kind of randomly, and going up I added +1 then + 2, then made it symmetric.

So we can do something like:

```
moveToMake[7];
moveWeight[7];
weights[boardWidth][boardHeight];
for(int x = 0; x < boardWidth; x++)
{
        if(canMakeMove(x)
        {
                h = getHeightAt(x);
        }
        weight = weights[x][h];
        .......
        moveToMake.add(x) //where we sort them by the weight obtained above
}
```

This is as far as I got in my thinking before realizing it'd be good to maybe make moveToMake a priority queue maybe? Sorted by the weights