Heuristic Analysis

Case 1: **Custom score 1**

My intuition behind developing this heuristic was to push the opponent to the walls, since that's where I observed most losses occur. I did this by building on the AB\_Improved heuristic. The heuristic maximizes the distance from the center for the opponent and minimizes the distance from the center for my player. However, moves close to the center are rare towards the end of the game and center moves might not always be the right move towards the end of the game. Hence, I am reducing the weight of this distance parameter as more moves are played. 0.634 is a constant that I found gave best results when I played this heuristic iteratively against AB\_Improved.

Results obtained:

Case 2: **Custom score 2**

Case 3: **Custom score 3**