

heuristic_analysis

- Custom_score is the average weigh of custom_score 2 and custom_score 3.
- Custom_score 2 outputs a score equal to square of the distance from the center of the board to the position of the player
- Custom_score 3 penalize the move which on the wall when there are few blank space left because the moves close to the wall are more likely to lead to failure
- Overall, the customer_score 3 has higher win rate than the other two.