heuristic\_analysis

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* 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.