My Connect-4 Heuristics:

1. Checks for a winning 4 in a row (computer)
2. Checks for a losing 4 in a row (human)
3. Look for a double trap for the computer to win (3 in a row while both sides of the three are empty and playable next turn)
4. Look for a double trap for the human to win (3 in a row while both sides of the three are empty and playable next turn)
5. Make 3 in a row for computer
6. Find where human will make 3 in a row
7. Look for computer double threat (one on top of the other)
8. Look for human double threat (one on top of the other)
9. Give moves closer to the center (Manhattan distance) more value than moves farther from the center