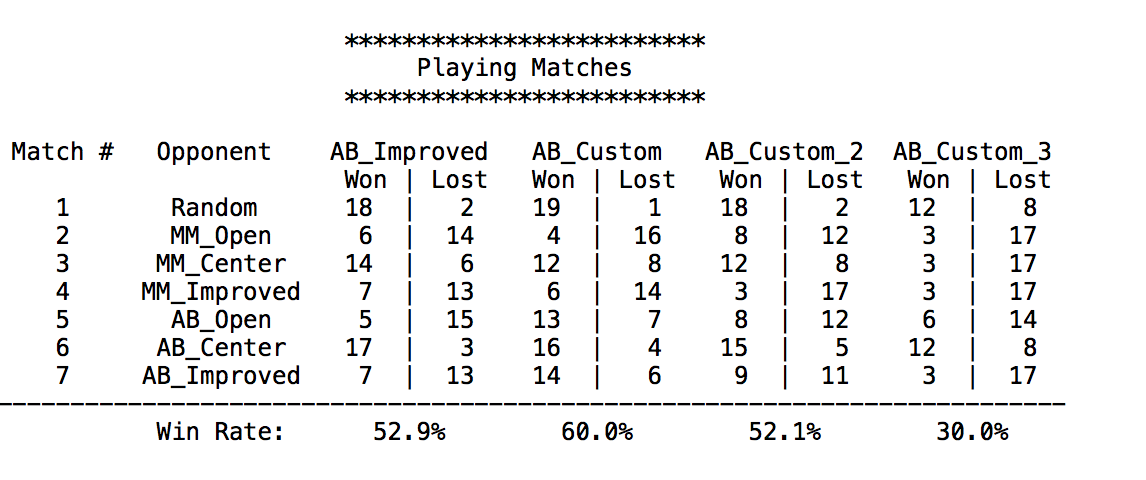
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The rate of matches among different heuristic agents are shown above. As we can see, the custom\_score is relatively higher. While custom\_score\_3 is giving very low performance.

**custom\_score:**

I used (own\_moves – 2 \* opp\_moves) to estimate the board score. This means I would put more weight on preventing my opponent from winning. If my opponent has less spaces to move to, I would have more chance to win.

**custom\_score\_2:**

I used (2 \* own\_moves – 3 \* opp\_moves) to estimate the board score. In which I just tried different weights for my own moves and opponent moves.

**custom\_score\_3:**

I used the (distance from current position to center - opp\_moves). The more distance from current position to center, the more space to explore, while there should be less opportunities for the opponent to win. But this turns out to have a very low score among all the strategies. I think it’s because the distance from current position to center cannot really represents the chance of more spaces for myself.