# Heuristic analysis

## Overview

It is pretty hard to create really good heuristic for the "knight isolation" game. Intuitively improved heuristic (number of player moves - number of opponent moves ) can provide pretty good evaluation functions, because this reason Intuitively used by human playing.

For the analysis I would put aside some variations of this improved heuristic – like aggressive player: own\_moves - 2 \* number of opponents moves,