Heuristic Report

# Heuristic Descriptions

I will start by going through the three heuristics I created, and describing how they work from a high level:

* Custom\_Score can be described as an extended AB\_improved
* Custom\_Score\_2 is a copy cat strategy, trying as hard as it can to do what the other player did their previous move
* Custom\_Score\_3 can be described as a modified AB\_improved

## Custom\_Score Description

Custom\_Score can be described as an extended AB\_improved:

* Custom\_Score calculates the difference between it’s moves, and its opponents moves the same way that AB\_Improved does,
  + If Custom\_Score is ahead of the opponent, it will try to place pieces as close to the bottom right corner as possible
  + Otherwise, if Custom\_Score is behind, it will play the same AB\_Improved
* The thinking behind Custom\_Score’s strategy, is that if placing pieces in the bottom right corner is outperforming AB\_Improved, then it will continue to keep placing pieces in the bottom right corner, which should lead to it winning,
  + If placing pieces in the bottom right, isn’t working, then it will revert to the same strategy as AB\_Improved, which should give it a chance to win a game it is falling behind in

## Custom\_Score\_2 Description

## Custom\_Score\_3 Description

# Heuristic Performance

## Custom\_Score Performance

## Custom\_Score\_2 Performance

## Custom\_Score\_3 Performance