**Evaluator Function**

Public int eval(Board g)

//Given a board, returns a score for a play based on the SearchDepth.

A win by the computer is positive, and a win by a human is negative. Also, winning in fewer moves will be better/worth more than a win in more moves.

Strategy:

// Board position has two values when determining who is winning or losing. 1st method is a scale from -1 to 1, which -1 means the opponent is better/winning, 0 is tied/no advantage to either side, and 1 is that you are better/winning

// Using # of connections to determine who is winning. CompConnections – HumanConnections = BoardScore. This evaluates to how the board looks and who is winning.

//Move Scores are determined on a scale of 0-5. 5 is the best possible move

//1: Does not do anything

//2: Cuts off opponents network but does not create own network

//3: +1 to network

//4 +1 to network while cutting off opponent’s network

//5: Winning/Creates network/forces a win

//Strategies: Putting a chip in the goal early in the game (Say within first 3 Moves) results in a higher board score. So +1. Pairs also result in higher board scores.

//Piece Removal: When you remove a piece, higher score if less connections are broken and more are made. And same idea when putting down a piece (cutting opponent network and creating your network)