

Monte Carlo Tree Search Constant Factor Analysis

I decided to use a constant of 1.25. When using $\sqrt{2}$ as a constant I found that the AI missed good moves or didn't take obvious moves. When using 1.25 however, it made most moves logically when in close distance. Using $\sqrt{2}$ also provided better setup at the beginning of the game whereas 1.25 was better in the end game.