

Experiment with Option 1:

Results with Number of rounds 10 with out fair matches with 150 milli seconds:

Test Agent	Matches won (%)
Random	95%
Greedy	75%
MiniMax	45%

Results with Number of rounds 10 with fair matches with 150 milli seconds:

Test Agent	Matches won (%)
Random	92.5%
Greedy	62.5%
MiniMax	55%

Results with Number of rounds 10 with out fair matches with 250 milli seconds:

Test Agent	Matches won (%)
Random	90%
Greedy	80%
MiniMax	40%

Results with Number of rounds 10 with fair matches with 250 milli seconds:

Test Agent	Matches won (%)
Random	87.5%

Greedy	82.5%
MiniMax	60%

From the above it is observed with the enable of fair matches and more time (250 milli seconds), my agent won 60% against the MiniMax.

Results with Number of rounds 150 with out fair matches with 150 milli seconds:

Test Agent	Matches won (%)
Random	92.3%
Greedy	71.3%
MiniMax	41%

Results with Number of rounds 150 with fair matches with 150 milli seconds:

Test Agent	Matches won (%)
Random	91.5%
Greedy	62.8%
MiniMax	41.8%

Results with Number of rounds 150 with out fair matches with 250 milli seconds:

Test Agent	Matches won (%)
Random	92.7%
Greedy	70.7%

MiniMax	45.3%
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Results with Number of rounds 150 with fair matches with 250 milli seconds:

Test Agent	Matches won (%)
Random	91.2%
Greedy	64.8%
MiniMax	59%

From the above it is observed with the enable of fair matches and more time (250 milli seconds), my agent won 59% against the MiniMax means better than the MiniMax.

Added depth and minimum distance features in my MiniMax and most of the times it is better than the test agent.

When the search speed time limit is increases the number of matches won increased against the MiniMax.