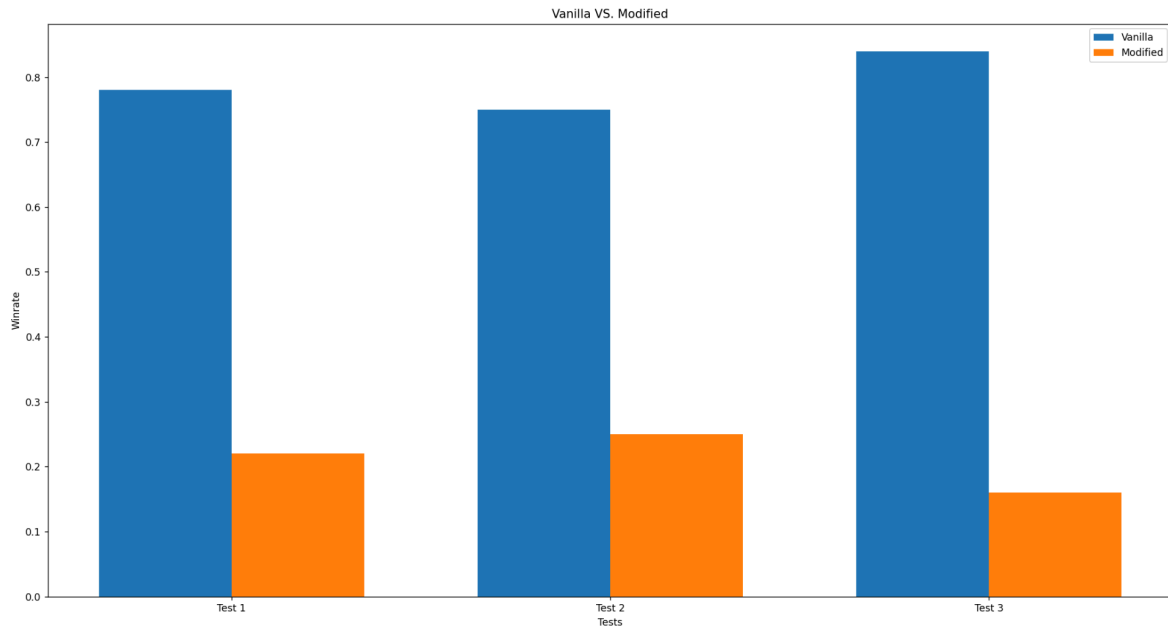Experiment 2 had us run a modified version of our Monte Carlo tree search play against our typical Monte Carlo tree search bot. Test 1 has both bots at 500 nodes/tree, test 2 has both bots at 750 nodes/tree, and test 3 has both bots at 1000 nodes/tree. Below are the results from 100 games using the various nodes/tree:

Our results seem to have the vanilla bot winning currently, but this seems to be a bug. When we initially made the modified bot, the modified bot was winning in most of the games (80%). Here is an example of such, where player 2 is our modified bot:

```
Final win counts: {'draw': 0, 1: 5, 2: 20}
2932.8947991000023   seconds
```

We have since tried to optimize our bot further and through a bug it seems as though we broke our modified MCTS bot. The testing done on the graph and the testing done through the command line test were done through different machines, and this could also be the cause. It is incomprehensible as to why the results are so different other than a bug causing these results.