

Heuristic analysis

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The following three heuristics were used to test my game agent in `tournament.py`:

Heuristic 1

AB_Custom

I really like the simplicity of the AB_Improved evaluation function that's why I decided to use as my first custom function this more aggressive version, by multiplying the opponent moves by a factor of 2 `float(own_moves - (2 * opp_moves))` our game agent becomes more aggressive this improves the win rate drastically.

Heuristic 2

AB_Custom_2

In my second custom heuristic function I used the suggestion from the code reviewer and implemented board stage version to switch between different aggression level based on the level of the board moves.

Heuristic 3

AB_Custom_3

In this heuristic I tried to apply the three strategies discussed in the lectures by combining the score from my custom and AB_Custom_2 heuristic and applying the open move strategy.

Examine the results

Win Rate in 6 tournaments 200 matches each:

```
AB_Improved : 62.616%
AB_Custom   : 63.583%
AB_Custom_2 : 63.766%
AB_Custom_3 : 64.016%
```

The heuristic function I recommend is AB_Custom_3 with 1.4% on average better than AB_Improved the function combines open move strategy and the logic of playing different heuristic based on the number of moves on the board this allow to keep the heuristics simple but effective based on the current board state.

Playing Matches

Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won	Lost	Won	Lost	Won	Lost	Won	Lost
1	Random	163	37	166	34	172	28	170	30
2	MM_Open	136	64	131	69	129	71	136	64
3	MM_Center	146	54	156	44	150	50	150	50
4	MM_Improved	123	77	126	74	124	76	128	72
5	AB_Open	104	96	111	89	107	93	114	86
6	AB_Center	123	77	113	87	105	95	114	86
7	AB_Improved	101	99	93	107	94	106	100	100

Win Rate:		64.0%		64.0%		62.9%		65.1%	

Playing Matches

Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won	Lost	Won	Lost	Won	Lost	Won	Lost
1	Random	154	46	162	38	173	27	167	33
2	MM_Open	122	78	129	71	125	75	135	65
3	MM_Center	150	50	152	48	155	45	156	44
4	MM_Improved	112	88	127	73	131	69	126	74
5	AB_Open	106	94	112	88	102	98	109	91
6	AB_Center	120	80	117	83	103	97	118	82
7	AB_Improved	96	104	100	100	96	104	101	99

Win Rate:		61.4%		64.2%		63.2%		65.1%	

Playing Matches

Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won	Lost	Won	Lost	Won	Lost	Won	Lost
1	Random	157	43	168	32	176	24	167	33
2	MM_Open	131	69	134	66	126	74	136	64
3	MM_Center	152	48	155	45	148	52	148	52
4	MM_Improved	127	73	133	67	137	63	118	82
5	AB_Open	104	96	103	97	106	94	116	84
6	AB_Center	113	87	113	87	110	90	120	80
7	AB_Improved	94	106	98	102	101	99	90	110

Win Rate:		62.7%		64.6%		64.6%		63.9%	

Playing Matches

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Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won	Lost	Won	Lost	Won	Lost	Won	Lost
1	Random	163	37	157	43	170	30	169	31
2	MM_Open	129	71	127	73	126	74	133	67
3	MM_Center	150	50	149	51	150	50	150	50
4	MM_Improved	117	83	126	74	140	60	128	72
5	AB_Open	111	89	100	100	105	95	100	100
6	AB_Center	100	100	109	91	113	87	125	75
7	AB_Improved	104	96	96	104	100	100	97	103

Win Rate:	62.4%	61.7%	64.6%	64.4%
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