

Firstly, when I use the minmax agent as my agent, it has the 11,462 average score. Afterwards, I updated the heuristic with the score plus the empty area.

```
def heuristic(self, state):  
    empty = sum(1 for v in state._board if v==0)  
    return state.getScore() + empty * 100
```

It increases the average score of 12,122.