The results of tournament.py are recorded below:

```
This script evaluates the performance of the custom_score evaluation
function against a baseline agent using alpha-beta search and iterative
deepening (ID) called `AB_Improved`. The three `AB_Custom` agents use
ID and alpha-beta search with the custom_score functions defined in
game_agent.py.

                        **************************
                             Playing Matches
                        **************************

 Match #   Opponent    AB_Improved   AB_Custom   AB_Custom_2  AB_Custom_3
                        Won | Lost   Won | Lost   Won | Lost   Won | Lost
    1       Random       9  |   1     8  |   2     7  |   3     8  |   2
    2       MM_Open      6  |   4     6  |   4     7  |   3     6  |   4
    3      MM_Center     7  |   3     7  |   3     9  |   1     6  |   4
    4     MM_Improved    5  |   5     9  |   1     8  |   2     4  |   6
    5       AB_Open      5  |   5     5  |   5     6  |   4     6  |   4
    6      AB_Center     5  |   5     6  |   4     6  |   4     4  |   6
    7     AB_Improved    6  |   4     6  |   4     4  |   6     6  |   4
--------------------------------------------------------------------------
           Win Rate:      61.4%        67.1%        67.1%        57.1%

There were 27.0 timeouts during the tournament -- make sure your agent handles
search timeout correctly, and consider increasing the timeout margin for your
agent.
```

All of my algorithms ended up being basic riffs off of AB_Improved and AB_Center.

AB_Custom takes AB_Improved and adds (AB_Center / 24.5) This regularizes it to a single possible extra move for being further away from the center.

AB_Custom_2 takes AB_Improved and multiplies opponents_moves by 1.5, leading to more aggressive play. It then adds (AB_Center / 24.5) This regularizes it to a single possible extra move for being further away from the center.

AB_Custom takes AB_Improved and adds 2 * (AB_Center / 24.5) This regularizes it to two possible extra moves for being further away from the center.