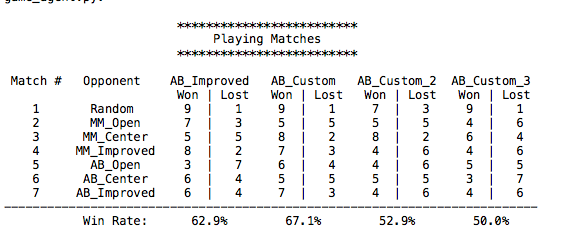
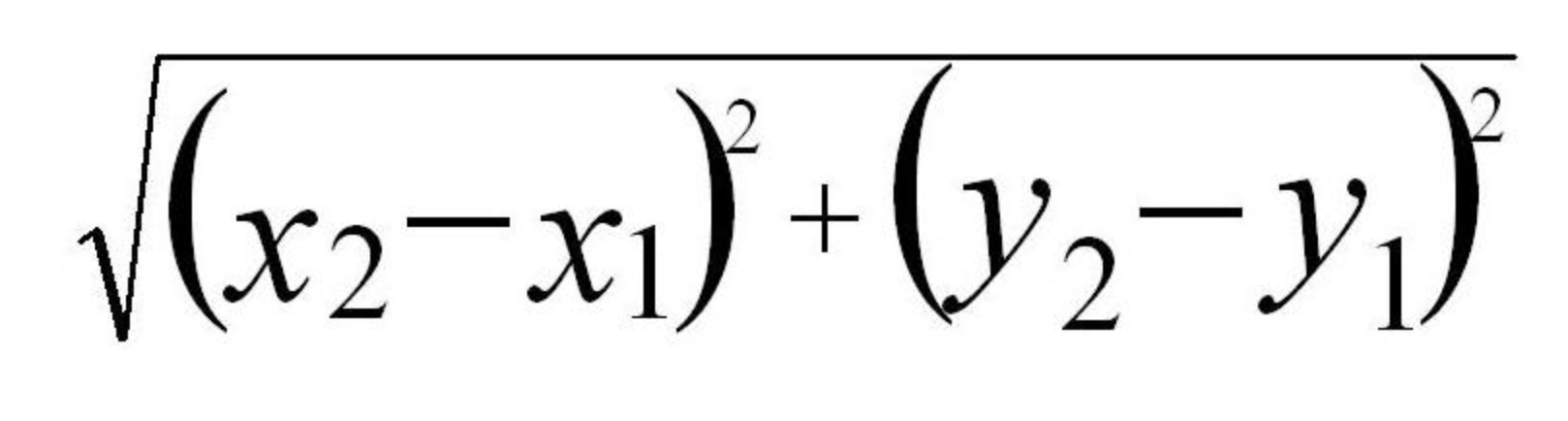
**Heuristic Evaluations**

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**Distance\_from\_center – custom\_score\_1**

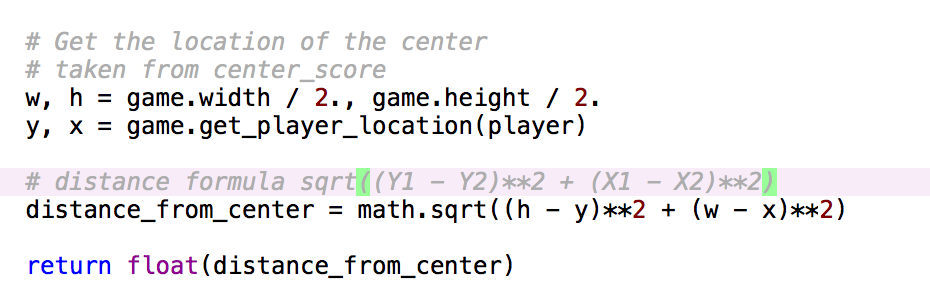
**Description:** Evaluates the distance between the players current location and the center of the board with the distance formula

****

**Reason:** Based on the center\_score heuristic where the lesson mention that the center board was always a good move regardless if you were starting or going second.

**Result:** Actually beat AB\_improved by 4.2%

**Code:**

****

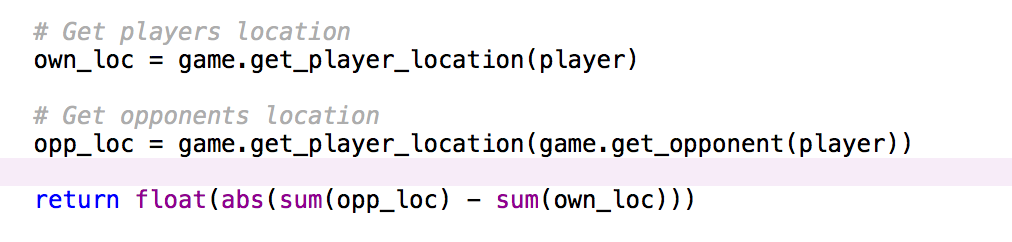
**run\_away – custom\_score\_2**

**Description:**  Calculates the distance between you and your opponent.

**Reason:** Simple strategy that utilizes keeping your opponent as far as possible thus leaving you with more moves around you.

**Result:** Ended up doing horrible against AB\_Improved but with similar results in most area

**Code:**

****

**square\_legal\_moves – custom\_score\_3**

**Description:** Returns the squared result of your available moves – opponents available moves

**Reason:** Wanted to test to see if doing so would improve the results of improve\_score

**Result:** This heuristic test ended up worst then the original would not recommend.

**Code:**

