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Modelling Players - Random Machine and Human

Full code: https://github.com/hscells/CSC466/blob/master/ttt5.lisp

ddl 2

ddl

My Heuristic machine was very unlucky.

```
[1]> (ddl)
heuristic use summary
random move count = 839 and heuristic move count = 0
random move wins = 120 and heuristic move wins = 0
stats before learning = ((W 0.6) (L 0.275) (D 0.125))
heuristic use summary
random move count = 326 and heuristic move count = 491
random move wins = 92 and heuristic move wins = 22
stats after learning = ((W 0.57) (L 0.35) (D 0.08))
NIL
[1]> (ddl)
heuristic use summary
random move count = 837 and heuristic move count = 0
random move wins = 120 and heuristic move wins = 0
stats before learning = ((W 0.6) (L 0.265) (D 0.135))
heuristic use summary
random move count = 320 and heuristic move count = 495
random move wins = 76 and heuristic move wins = 19
stats after learning = ((W 0.475) (L 0.45) (D 0.075))
NIL
[1]> (ddl)
heuristic use summary
random move count = 835 and heuristic move count = 0
random move wins = 123 and heuristic move wins = 0
stats before learning = ((W 0.615) (L 0.265) (D 0.12))
heuristic use summary
random move count = 343 and heuristic move count = 482
random move wins = 99 and heuristic move wins = 27
stats after learning = ((W 0.63) (L 0.215) (D 0.155))
NIL
[1]> (ddl)
heuristic use summary
random move count = 821 and heuristic move count = 0
random move wins = 116 and heuristic move wins = 0
stats before learning = ((W 0.58) (L 0.285) (D 0.135))
heuristic use summary
random move count = 360 and heuristic move count = 469
random move wins = 98 and heuristic move wins = 10
stats after learning = ((W 0.54) (L 0.375) (D 0.085))
NIL
```