**ACTIVITY 3: Heuristic Analysis**

**Report**

Name: Eleysa Emily Huil

Matric ID: 17124660/1 WID170009

I implemented various kinds of searches including iterative deepening, standard minimax, and minimax with alpha-beta pruning in game\_agent.py. The custom score evaluation uses a version of isolation where each agent is restricted to L-shaped movements on a rectangular grid. The agents can move to any open cell on the board that is 2-rows and 1-column or 2-columns and 1-row away from their current position on the board. Movements are blocked at the edges of the board, however, the player can “jump” blocked or occupied spaces. Whenever either player occupies a cell, that cell becomes blocked for the remainder of the game. The first player with no remaining legal moves loses, and the opponent is declared the winner.   
  
Scores between group mates:

Kai Wen-86.43%

Vincent-72.86%

Vernsin-72.14%

Eleysa-71.43%

Screen shots:

Text

Description automatically generated

Result-

Graphical user interface, text

Description automatically generated