I coded three evaluation functions for my game playing agent:

1. The first function calculates the difference between the number of moves for me and two times the number of moves for my opponent. I chose this because I liked the discussion in the lecture videos, and believe it's a simple but powerful function.
2. The second function focuses on distance from center. It calculates the difference between my opponent's distance from center and my distance from center. I believe managing the middle of the board is an important key to many two player perfect information games.
3. The third function is somewhat related to the second as it focuses on the number of "wall" moves, i.e. any board space that is up against an edge. It calculates the difference between my opponent's wall moves and mine.

All of my evaluation functions are relatively simple, but could be combined to deliver positive results. I chose the functions that I did based on discussions in the video lectures, as well as my own experiences playing games like chess and checkers. I'd actually never heard of or played isolation until this course. One function I was interested in writing but could not figure out how to implement is related to the "horizon effect" and basically looking for partitions on the board, and moves that would put my player on the wrong side of a partition.