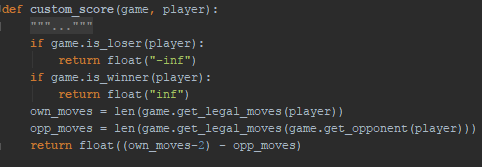
**Heuristic Analysis By Ng Fang Kiang**

**Udacity – Artificial Intelligence Nanodegree (Class of 2017)**

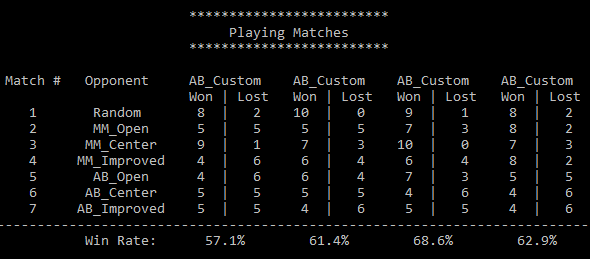
**Heuristic 1:**

Left Heuristic: Remove two move from the difference in the number of moves available to the player and opponent.



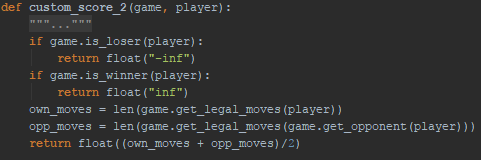
**Result 1:**

This heuristic achieved highest win rate 68.6% compared to others.



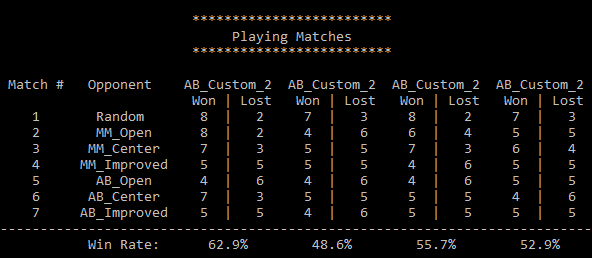
**Heuristic 2:**

Average Heuristic: It state the average between numbers of own move and opponent move.



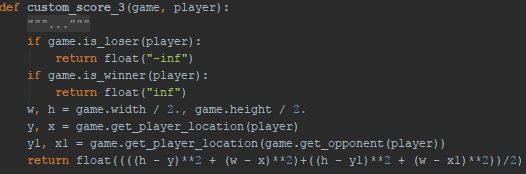
**Result 2:**

The result are not stable compare with other heuristic.



**Heuristic 3:**

Average Center Heuristic: Outputs a score equal to square of the distance from the center of the board to the position of the player and opponent. It state the average between own location and opponent location.



**Result 3:**

This produce the most stable win rate compare to others heuristic.

