1. **custom_score:**

If the game is lost:
Return an lower bound number

If the game is lost:
Return an upper bound number

List my possible moves
List opponent's possible moves

Subtract my agent's total possible moves minus the opponent´s by 2

2. **custom_score_2 and 3:**

If the game is lost:
Return an lower bound number

If the game is lost:
Return an upper bound number

List my possible moves
List opponent's possible moves

Save my mobility in a list and measure the length of it.
Save opponent's mobility in a list and measure the length of it.

- Mobility being for all legal moves all the moves that can be derived from them

Then I calculate a rate that penalizes increment on the opponent's movement possibilities and rewards when there is an increase in my players possibilities.

For custom score 2:
own_mobility - opp_mobility + len(own_moves) - len(opp_moves)

For custom score 3:
own_mobility*len(own_moves) - opp_mobility*len(opp_moves)

Why have I picked up the following Heuristic?

- Basically I changed the way to calculate the rate, option 3 works better because it catches better increases and decreases in the mobilities.

The logic behind is that the least amount of possibilities my opponent has the better for the game playing agent.