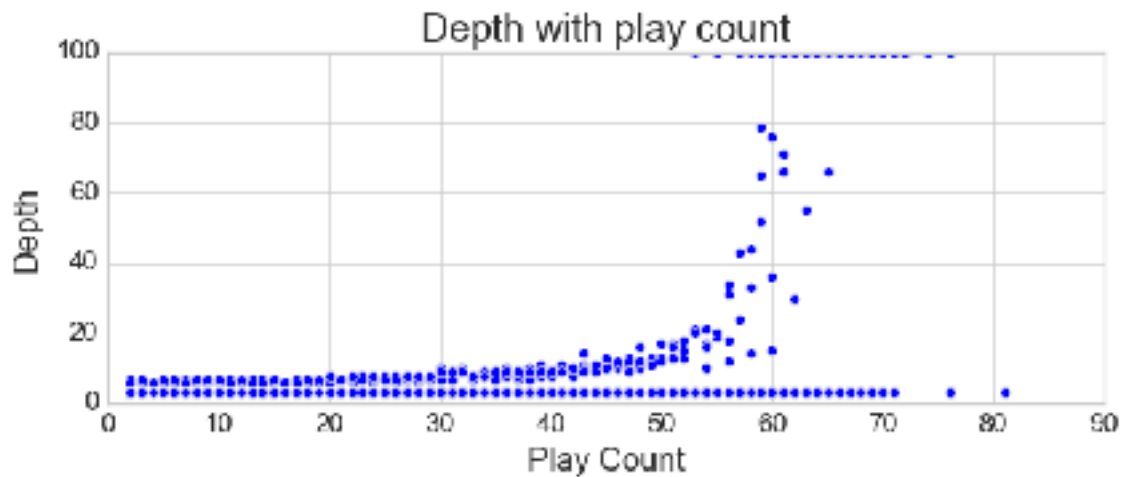


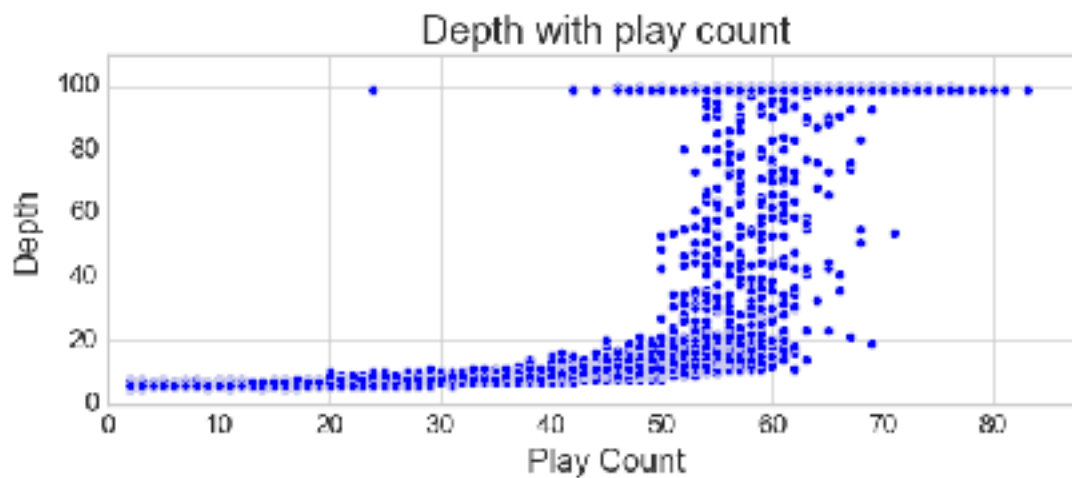
Adversarial Search with Monte Carlo Search Tree:

Your agent won 86.5% of matches against Minimax Agent

Baseline



Heuristic



- What features of the game does your heuristic incorporate, and why do you think those features matter in evaluating states during search?

Our agent follows first 10 moves of the opponent when it has the most liberties open so it pushes the game further. The mid game is for getting through the last moves available for the game. During midgame our agent chooses outer parts of the board. After 18 moves made by each our agent tries to drag the game to the center to make the killer move and to prevent opponent making moves *

- Analyze the search depth your agent achieves using your custom heuristic. Does search speed matter more or less than accuracy to the performance of your heuristic?

Our Agent does not have to go deep until the play count reaches 50. Average depth for the agent is 24.26 where compared to 14.32 which is 58% of our agent. Which means our agent depends on speed and the performance of the computer to perform better.