```
                ************************
                    Playing Matches
                ************************

Match #    Opponent   AB_Improved   AB_Custom   AB_Custom_2   AB_Custom_3
                      Won | Lost   Won | Lost   Won | Lost    Won | Lost
   1       Random     10  |  0     9   |  1     10  |  0      10  |  0
   2       MM_Open     8  |  2     4   |  6      8  |  2       6  |  4
   3       MM_Center   5  |  5     5   |  5      6  |  4       8  |  2
   4       MM_Improved 6  |  4     7   |  3      5  |  5       5  |  5
   5       AB_Open     5  |  5     1   |  9      5  |  5       6  |  4
   6       AB_Center   6  |  4     4   |  6      6  |  4       6  |  4
   7       AB_Improved 5  |  5     4   |  6      5  |  5       6  |  4
-----------------------------------------------------------------------------
           Win Rate:    64.3%        48.6%        64.3%         67.1%
```

AB_Custom function is a "naive" heuristic which outputs a number of player's legal moves. It performs especially badly with AI opponents implementing alphabeta search (less than 50% win rate). Overall score is unsatisfactory: 48.6% win rate.

AB_Custom_2 function is a heuristic that also takes into account a number of opponent's legal moves. In essence, the player's score is decreased by amount of opponent's possible moves during given board state. It performs better than AB_Custom function however a probability of overall tie (5 - 5 in 3 out of 7 tournaments) is decreasing win rate down to 64.3%.

AB_Custom_3 function is an "aggressive" heuristic. Basically it doubles the value of penalty for every move available to opponent. It ties overall once (with MM_Improved) and wins tournament with any other AI resulting in victory 67.1% of times. **AB_Custom_3** is evaluation function of my choosing due to its high win rate.