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Course: Artificial Intelligence Nanodegree at Udacity

Project: Build an Adversarial Game Playing Agent

OPPONENT	WINNIG MATCHES (%)
MINIMAX	20
SELF	60
GREEDY	80
RANDOM	95

### Advanced Heuristic

- What features of the game does your heuristic incorporate, and why do you think those features matter in evaluating states during the search?  
→ Depth Search.
- 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?  
→ If there is a time limit, time becomes important in order to select the best move.