AIND – Adversarial Game Playing Agent

I implemented the Monte Carlo Tree Search algorithm.
Here's the performance, that is the % of successes agains several algorithms, over 20 tests:

	Random	Greedy	MiniMax
MCTS	100%	95%	80%

I used the 'fair_matches' flag, because I wanted to have a more objective assessment over my first move strategy (greedy).
It cleary shows better performance then Random or Greedy as expected, even if it may happen that even a Greedy behavior can be sometimes successful.
It shows a certain advantage also with respect to MiniMax, which I consider my baseline, as it makes a more effective search of the most promising moves through random sampling.