

## Heuristic Eval Function for Minimax

The heuristic function is designed to make the AI play well against random move. My Evaluate\_heuristics function looks for winning streak from the current board position. The streak where there are 3 positions in a row (vertically, horizontally, diagonally) is assigned a score of 2, while the winning streak where there are four positions a row are assigned a score of 5. The heuristics are added to the current score of player 1 and player 2. I decided to stay with simple yet an effective heuristic function taking the computation time into consideration. This also maximizes the threat for the opponent and increases the probability of winning.