

Report:

- The implemented algorithm is advanced heuristic principal variation search (PVS)
- Baseline: Minimax algorithm
- With 10 randomly chosen opening games I have following report:

Algorithm	%Won
Random	100%
Greedy	80%
Minimax	40%

- Compared to baseline, minimax, our algorithm is almost the same as minimax without much improvement.
- It is almost as effective to minimax because the depth search is minimal with required time to make a move so little, it does not make sense to make complicated searches.