Analysis of Heuristic evaluation of Isolation Game state

The three heuristic functions proposed are variations of the "improved_score" evaluation function discussed in the lecture, where weights were attached to the open move counts as follows:

Heuristic 1 - Custom_Score

The first evaluation function proposed computes a weighted difference between the open moves available to the IsolationPlayer and its opponent, where the bigger the Euclidean distance between the positions of the two players the higher the heuristics and the more favourable the move.

Heuristic 2 - Custom_Score_2

The second evaluation function computes a weighted difference between the open moves available to the IsolationPlayer and its opponent, where the farther the opponent is from the center of the board the more preferable the move.

Heuristic 3 - Custom_Score_3

The third and last evaluation function tested was a weighted difference between open moves available to the player and its opponent, where the closest the IsolationPlayer is to the center of the board the better the move.

As shown by the snapshot below, the best results obtained are the ones applying the Custom_Score_2, thus the one that tries to push the opponent far from the center of the board.

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

Match #   Opponent    AB_Improved   AB_Custom   AB_Custom_2  AB_Custom_3
                      Won | Lost   Won | Lost   Won | Lost   Won | Lost
   1       Random      4  |  6     6  |  4     7  |  3     7  |  3
   2       MM_Open     0  |  10    3  |  7     3  |  7     4  |  6
   3      MM_Center    2  |  8     6  |  4     6  |  4     3  |  7
   4     MM_Improved   2  |  8     2  |  8     2  |  8     4  |  6
   5       AB_Open     6  |  4     5  |  5     7  |  3     5  |  5
   6      AB_Center    6  |  4     5  |  5     7  |  3     6  |  4
   7     AB_Improved   5  |  5     6  |  4     7  |  3     5  |  5
--------------------------------------------------------------------------
         Win Rate:      35.7%        47.1%        55.7%        48.6%
```