Tournament outputs

```
TOP WINNER
{'material': 2.466493817746419, 'positioning': 0.3004364353612884, 'threat': 0.12005677072680465}
other winners
{'material': 2.466493817746419, 'positioning': 0.3004364353612884, 'threat': 0.12005677072680465}
{'material': 2.466493817746419, 'positioning': 0.3004364353612884, 'threat': 0.12005677072680465}
{'material': 2.466493817746419, 'positioning': 0.3004364353612884, 'threat': 0.12005677072680465}
{'material': 2.466493817746419, 'positioning': 0.9744830944364566, 'threat': 3.9980230083002692}
{'material': 1.1348847189364952, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
{'material': 2.466493817746419, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
{'material': 9.595035867576478, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
{'material': 1.1348847189364952, 'positioning': 0.9744830944364566, 'threat': 3.9980230083002692}
{'material': 9.752087678141946, 'positioning': 0.9744830944364566, 'threat': 3.2942783890521287}
{'material': 1.1348847189364952, 'positioning': 0.3004364353612884, 'threat': 3.2042783890521287}
```

```
match 54/64
game 54 took 0.9168570200602214 min
match 55/64
game 55 took 1.0980071067810058 min
match 56/64
game 56 took 1.3288026253382366 min
match 57/64
game 57 took 0.6232393344243368 min
match 58/64
game 58 took 0.9767371535301208 min
match 59/64
game 59 took 1.394580058256785 min
match 60/64
game 60 took 1.0695600469907125 min
match 61/64
game 61 took 1.2391290148099263 min
match 62/64
game 62 took 1.1302113771438598 min
match 63/64
game 63 took 1.5734282414118448 min
{'material': 9.752087678141946, 'positioning': 0.11126381956756781, 'threat': 3.5301550563650457}
14
{'material': 1.1348847189364952, 'positioning': 0.3004364353612884, 'threat': 3.2042783890521287}
AGENT
{'material': 2.466493817746419, 'positioning': 0.3004364353612884, 'threat': 0.12005677072680465}
AGENT
{'material': 2.466493817746419, 'positioning': 0.9744830944364566, 'threat': 3.9980230083002692}
2
AGENT
{'material': 1.1348847189364952, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
AGENT
{'material': 9.595035867576478, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
12
{'material': 2.466493817746419, 'positioning': 0.707605138259081, 'threat': 3.9980230083002692}
AGENT
{'material': 1, 'positioning': 0.02, 'threat': 0.05}
13
```

Opening Al output:

```
$ python3 driver.py 2 b
rnbqkbnr
ppppppp
PPPPPPP
RNBQKBNR
Make a move:
e4
rnbqkbnr
ppppppp
. . . . . . . .
PPPP.PP
RNBQKBNR
playing Sicilian Defense
rnbqkbnr
pp.pppp
PPPP. PPP
RNBQKBNR
Make a move:
Nc3
rnbqkbnr
pp.pppp
. . p . . . . .
PPPP.PP
R.BQKBNR
playing Sicilian, Closed, 6.Be3
r.bqkbnr
pp.pppp
. . n . . . . .
. . p . . . . .
R.BQKBNR
```

Case Base Representation:

```
"A97": {
  "name": "Dutch, Ilyin-Genevsky",
  "boards": [
       "d4"
       "rnbqkbnrppppp.pp......p.....PPP.PPPRNBQKBNR",
     1,
       "c4"
       "Nf6"
       "rnbqkb.rppppp.pp....n....p....PP....PP..PP..PP.PRNBQKBNR",
       "rnbqkb.rpppp...pp....pn.....p....PP....P.PP...PPBPRNBQK.NR",
       "Bg2"
       "rnbqk..rppppb.pp....pn.....p....PP....PP...PPBPRNBQK.NR",
       "Be7"
       "rnbqk..rppppb.pp....pn.....p....PP....NP.PP..PPBPRNBQK..R",
       "Nf3"
       "rnbq.rk.ppppb.pp....pn.....p....PP....NP.PP..PPBPRNBQK..R",
       "0-0"
       "rnbq.rk.ppppb.pp....pn.....p....PP....NP.PP..PPBPRNBQ.RK.",
       "0-0"
       "rnbq.rk.ppp.b.pp...ppn.....p....PP....NP.PP...PPBPRNBQ.RK.",
       "d6"
       "rnbq.rk.ppp.b.pp...ppn.....p....PP....N..NP.PP...PPBPR.BQ.RK.",
       "Nc3"
     1,
       "rnb.qrk.ppp.b.pp...ppn.....p....PP....N..NP.PP..PPBPR.BQ.RK.",
       "Qe8"
```