

The results of heuristics is the following:

```
tsuru@tsuru:~/GIT/AIND-Isolation$ python tournament.py
```

This script evaluates the performance of the custom_score evaluation function against a baseline agent using alpha-beta search and iterative deepening (ID) called `AB_Improved`. The three `AB_Custom` agents use ID and alpha-beta search with the custom_score functions defined in game_agent.py.

Playing Matches

Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won Lost	Won Lost	Won Lost	Won Lost	Won Lost	Won Lost	Won Lost	Won Lost
1	Random	10 0	10 0	8 2	10 0	10 0	10 0	10 0	10 0
2	MM_Open	9 1	7 3	8 2	9 1	9 1	9 1	9 1	9 1
3	MM_Center	8 2	7 3	9 1	8 2	8 2	8 2	8 2	8 2
4	MM_Improved	7 3	8 2	8 2	8 2	8 2	8 2	8 2	8 2
5	AB_Open	5 5	5 5	5 5	6 4	5 5	6 4	5 5	6 4
6	AB_Center	5 5	7 3	6 4	7 3	6 4	7 3	6 4	7 3
7	AB_Improved	6 4	4 6	5 5	3 7	5 5	3 7	5 5	3 7

Win Rate:		71.4%	68.6%	70.0%	72.9%	70.0%	72.9%	70.0%	72.9%

For custom_score() I've used the default implementation given in the lectures (my_moves - opponent_moves)

custom_score_2() aims to opponent attacking (my_moves - 2*opponent_moves)

And finally custom_score_3() chooses center moves by weighting the score.