

The end goal of Isolation is having at least one legal move left while the opponent does not have any, the heuristic function can focus on three objectives:

1. Maximizing the number of available legal moves for the player
2. Minimizing the number of available legal moves for the opponent
3. Finding the best compromise of first and second objectives.

An intuitive proxy for the available number of moves is vicinity of the board center. On the other hand, unless the player has legal moves, being at the center does not make any difference.

The custom score functions uses these two simple facts and combine them in different ways.