



This graph shows the tournament.py evaluation for four times to consider first move variation

1. custom search one which basically evaluates mobility of the current moves and the its consecutive move into considerations for the score which may take time which restricts the depth which it can go.
2. custom search2 which takes consideration of scoring mobility high for end games compared to score in the start games by negating the blank spaces
3. the three run show some initial moves which results in high for center moves and some initial moves which result high in mobility or moves .this custom score takes into account in initial game the center moves are important and in later games the mobility gets high priority so based on the stage of the game the percentage to include the center and mobility changes. In all the four run the win percentage is around 70% the custom search3.