Custom_score heuristic –

After observing couple of games, I felt that filling out the inner cells of the board quickly game comes to the end in less time and the player having more number of moves in the inner cells will most likely win. So, I divided the board into three regions inner, middle and outer. If the player has more inner cells to move then the chances of winning are more. The heuristic calculates the score of the player based on number of available moves and weightage of those. In this way, we determine score of current player and opponent. The final score returned is the sum of – difference between score of current player & opposite, and difference between their moves.

Custom_score2 heuristic – In this heuristic the Euclidian distance from center of the board is considered as the prime factor for heuristic. The one which is closest to the center has higher chances of winning. The final score is difference between Euclidian distances of current player and opponent.

Custom_score3 heuristic – this heuristic is rather simple, it's the difference between possible moves (legal) of current player and opponent. This doesn't seem to work in all the cases, the above two algorithms yield better results.