

## **Heuristics Analysis**

### **Heuristics 1:**

#### **Safe\_Player**

Number of free moves available to the player to that of the opponent.

If both the player has equal number of moves left.

Heuristic is the difference of each player from their center of the board/

### **Heuristics 2:**

#### **Defender**

Heuristic is the positive of the distance between the player's position to his opponent's position.

### **Heuristics 3:**

#### **Attacker**

Heuristic is the negative of the distance between the player's position to his opponent's position.