Isolation Game Heuristic Analysis
by Teruyuki Takahashi

For this project, we experimented with Three different heuristics. Here's a summary of their results:

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       Playing Matches
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Match #	Opponent	AB_Improved		AB_Custom		AB_Custom_2		AB_Custom_3	
		Won	Lost	Won	Lost	Won	Lost	Won	Lost
1	Random	10	0	9	1	9	1	10	0
2	MM_Open	8	2	9	1	9	1	10	0
3	MM_Center	10	0	9	1	10	0	10	0
4	MM_Improved	6	4	8	2	9	1	8	2
5	AB_Open	6	4	5	5	7	3	6	4
6	AB_Center	8	2	6	4	7	3	5	5
7	AB_Improved	4	6	5	5	8	2	5	5
Win Rate:		74.3%		72.9%		84.3%		77.1%	

I **recommend using `Custom2 heuristic`**:
- Custom heuristic is not good because can't get high score at any opponet.
- Custom2 heuristic can have high score at any opponent.
- Custom3 is goot at MM opponent, but is not good at AB opponent.

Heuristic 1   (Custom)
Strategy
 This heuristic take a strategy that increase own player's space to move, and decrease opponent space to move.

Score
Score is not good

Heuristic 2   (Custom2)
Strategy
 This heuristic take a strategy that increase own player's space to move, and take a distance with opponent.

Score
Score is very good.

Heuristic 3   (Custom3)
Strategy
 This heuristic take a strategy that makes own player's location to near center, and opponent's location to near wall.

Score
This heuristic take a good score at MM opponent, but a bad score at AB opponent.
In my opinion AB opponent can calculate solution at near center position and opponent can take good strategy.