1. I was able to reach a strategy that scored over 50k points in my second generation (gen1). It took a little over an hour to get there. First, I had a lot of trouble making a good heuristic so that held me back for a little while but eventually, I had greatly improved it which exponentially improved my results.
2. My best strategy scored 53200.0 and its coefficients were [-0.7044916447147844, -0.25415583505898354, -0.11857126702511722, -0.692566921794001]. The coefficients correspond to aggregate height, number of holes, bumpiness, and lines removed. I expected a lot of these results for the coefficients. Of course the algorithm would prefer a lower aggregate height which meant it was playing the game well so I expected that. Something that I didn’t expect was that the coefficient for bumpiness was close to 0, which I expected to play more of a factor when scoring since putting the pieces on the board heavily related to the bumpiness of the surface. What really surprised me is I also expected the lines removed coefficient to have a large positive value for lines removed but instead, it had the exact opposite!
3. Yes, it was a good learning experience (especially because it was cool to see the Tetris actually learn to play) and a lot of fun as well!