Evaluation function description

* Considering a non-terminal node,

for example: [a, b] (a: red marble, b: blue marble)

to which we would have to evaluate a score using the eval function.

* The logic that was used to implement the eval function was to provide an average value of highly probable values from that specific node.
* Highly probable values from a non-terminal node are as follows:
  + [1, 0]
  + [0, 1]
  + [a, 0]
  + [0, b]
* Also, it is made sure that, [a, 0] or [0, b] must not be the same as [1,0] or [0, 1], since it might corrupt the average value.
* Selected pile values are passed on to check\_points function to obtain the score value the selected piles.
* All the obtained scores are totaled, and then divided with number of piles that were selected to provide the average value.
* Overall, the eval\_function returns the average value of 4 prominent values and replaces the original score for a specific non-terminal node when the depth has turned to zero.