hueristic_fun_1 function :
Input of the function1 is (game,player) and output is (my_score - opp_score)

Mean winning % using hueristic_fun_2 function:
Input of the function1 is (game,player) and output is (my_score +0.5* opp_score)

Mean winning % using hueristic_fun_3 function:
Input of function3 is (game, player) and output is (my_score - 2/3*opp_score)

Evaluation of student: Win count out of 20

S No	opponent	hueristic_fun_1	hueristic_fun_2	hueristic_fun_3
1	Random	15	19	15
2	MM_null	15	11	18
3	MM_open	16	11	14
4	MM_improved	13	10	13
5	AB_null	13	13	12
6	AB_open	10	12	13
7	AB_improved	16	12	17
% of winning		70.0%	62.86%	72.86%

Base on above results, hueristic_fun_3 function performs better than other two functions. This model with additional parameters will perform better and function will also get with playing more games.