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.