1: AIBeanCounter uses a heuristic that checks how many stones the player has in their home at the end of 13 turns. Since this AI tries to maximize the number of stones, iit tends to play rather aggressively in order to maximize this value. The depth is odd to add in the extra player turn for a better assessment before making a move.

2: AINearSighted combines how many stones the player has at home with the number of stones it has in it’s nearest bin. This player tends to lean more towards making an end game payoff than any immediate scoring. We couldn’t figure out a good weighting solution to the home stones versus the bin stones as it just made the heuristic perform worse overall. It sometimes won’t find a move to cash out the final bin and will go bust, leaving the opponent to pick up the pieces. This occasionally performs the best out of all the AI, but it’s not the most reliable one. It either wins by a decent margin or it loses monumentally.

3:AIFarSighted is probably the weakest heuristic of the bunch since it counts the furthest bin and combines it with how much it has captured at home. This typically performed pretty poorly against most opponents, but it does act as an achilles heel to the AINearSighted player as all the stones eventually get stocked in two bins before dispersing across the board.

4: AICompetitive is generally the strongest of all AI’s we made with the most efficient heuristic which makes a move based on the possible difference of stones of the current player and its opponent player. AICompetitive has paragoned almost all of the other players while making the game lag many times. The victories of AICompetitive are rarely close ones; it usually displays many more captured stones than the opponent. The only rival for AICompetitive is really the Wise Old Baab; AICompetitive can lose to it.