

Adversarial Game Playing Agent Analysis

My custom player has some important features for the challenge:

- The score for helps the next move based on the position of the board. Trying to keep the movement close to the center as there are more options in the center than on the sides on the board. Thus each movement has a score according to the position on the board.
- Each correct movement adds 10 points and each incorrect movement decreases by 10 points, thus making possible the improvement of the algorithm.

The heuristic for this problem should basically look at the available movements and the centrality of the movement and this is what I tried to implement with the second score function. So the results improved a bit (except against himself). Therefore, heuristics are more important than the speed of the agent's movements.

My First Score Function				
	Random	Greedy	Minimax	Self
Rounds	50	50	50	50
Games	100	100	100	100
Custom Games Won %	86%	68%	31%	50%

My Second Score Function (with start_score and 5 moves)				
	Random	Greedy	Minimax	Self
Rounds	50	50	50	50
Games	100	100	100	100
Custom Games Won %	94%	69%	34%	56%