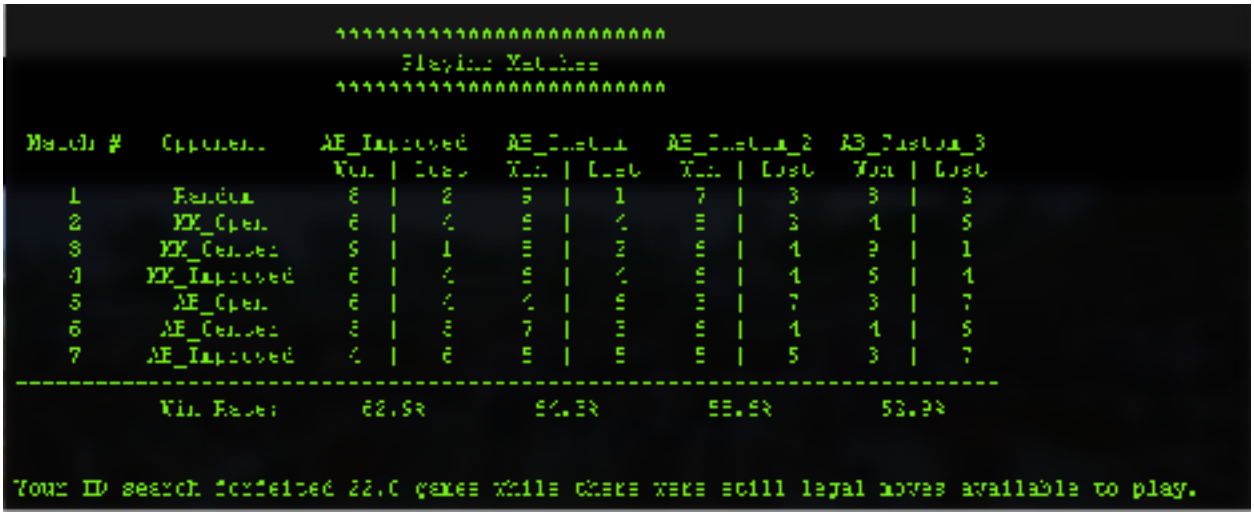

Heuristic Function Description

AB_Custom:
Quantifies a player move where a move in the center of board is weighted higher
while the center space is not crowded

AB_Custom_2:
while the center of board is less crowded, game is scored on the distance between players
when the center of board becomes crowded evaluate the number of moves available

AB_Custom_3:
Calculates a weighted sum of the possible moves for the player
When the board is less crowded it assigns more weight to moves far from the board
When the board is crowded assigns more priority to greater number of moves

Suggested Function AB_Custom:

The AB_Custom evaluation function performs better than all the heuristics including the AB_Improved function. It performs 2% better than the AB_Improved heuristics. The AB_Custom_2 and AB_Custom_3 are less performant. I would suggest the AB_Custom function to be used. It has an overall win rate of 64.3% which higher than all other evaluation function analyzed. The AB_Custom function has a higher rate of win against the all the opponent. It won 50% of the matches against the AB_improved function. Whereas, the AB_improved only won 40% of the matched against itself. AB_Custom wins 40% of matches against AB_Open and the other custom functions has a win rate of 30%. Even though AB_Improved does better than AB_Custom against the AB_Open opponent its overall average win rate is less than AB_Custom.