getUtilityValue() in MinMaxTree.py hosts he logic for eval function.
It checks the current player and if the player is winning it will return suitable + or negative infinity values.

If none of the players are winning it then returns chance of winning for current player.

Have referred
https://github.com/lijiyao111/Udacity_ArtificialIntelligence_Nanodegree/blob/master/AIND-Isolation_Project2/game_agent.py for eval function.