








# Mancala AI Match Report

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 Property	Sessional
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## Heuristics

- **h1**

```
stones_in_my_storage - stones_in_opponents_storage
```

- **h2**

```
// W1 = 4 , W2 = 6  
W1 * (stones_in_my_storage - stones_in_opponents_storage) + W2 * (stones_on_my_side - stones_on_opponents_side)
```

- **h3**

```
// W1 = 4 , W2 = 2 , W3 = 4  
W1 * (stones_in_my_storage - stones_in_opponents_storage) + W2 * (stones_on_my_side - stones_on_opponents_side) + W3 * (additional_move_earned)
```

- **h4**

```
stones_close_to_my_storage - stones_close_to_opponents_storage
```

- **h5**

```
// W1 = 4 , W2 = 6
W1 * (stones_in_my_storage - stones_in_opponents_storage) + W2 * (stones_close_to_
my_storage - stones_close_to_opponents_storage)
```

- **h6**

```
// W1 = 4 , W2 = 2 , W3 = 4
W1 * (stones_in_my_storage - stones_in_opponents_storage) + W2 * (stones_close_to_
my_storage - stones_close_to_opponents_storage) + W3 * (additional_moves_earned)
```

## Game Report

- depths are randomized between 1 and 12
- move orders are randomized

	<b>h1</b>	<b>h2</b>	<b>h3</b>	<b>h4</b>	<b>h5</b>	<b>h6</b>
<b>h1</b>		31 : 18	26 : 22	39 : 8	30 : 19	31 : 19
<b>h2</b>	26 : 21		20 : 27	39 : 10	25 : 21	21 : 24
<b>h3</b>	25 : 23	33 : 16		46 : 4	27 : 22	32 : 16
<b>h4</b>	13 : 35	15 : 35	5 : 44		16 : 34	9 : 39
<b>h5</b>	19 : 28	30 : 18	18 : 31	32 : 12		15 : 32
<b>h6</b>	29 : 19	33 : 16	19 : 28	43 : 6	31 : 17	