Levon’s Positions Evaluated

Adjusted material value (score = white - black)
Losing side adjusted material value
Levon’s scoring
Side to move

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Issue 1 -- score too low?
Issue 2 – pawn promotion / endgame logic
Issue 3 – too complex
Evaluate Position Logic

- Material count – 10,30,30,50,90,1000
- Does not include King when scoring
- En Prise logic
- Battery logic
- Contested Pieces
- Square Control - Mobility
To Do/Issues

- Add pin logic
- Upgrade contested piece logic
- Endgame logic – pawn promotion counting
- Pawns nearing promotion increased value
- Reduce mobility score on squares under opponents control