Project title:
Can you even Chess?!

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Abstract:
We will be programming a chess board and an artificial intelligence. Our main algorithm that we will be using is Alpha-Beta Pruning along with the minimax algorithm. In short, we use a Tree data structure where nodes are possible positions in a game and the edges are specific moves. With this, we use the minimax algorithm which scans the tree for the best possible move in the game's current position. The Alpha-Beta Pruning algorithm comes into play by decreasing the amount of nodes the Minimax algorithm has to scan through, decreasing the run time of the Minimax algorithm. With these algorithms we can help the chess AI pick a better suited move in the game's current position.

Task Name	Start Date	End Date	Duration (Days)
Abstract	9/25/2017	9/29/2017	4
Research Alpha-Beta and start programming	10/1/2017	10/7/2017	6
Meet up on 10/11 discuss plans; finsh progming	10/8/2017	10/14/2017	6
Start designing AI	10/17/2017	10/23/2017	6
Testing AI	10/25/2017	10/31/2017	6
Continue testing the AI	11/3/2017	11/9/2017	6
11/10 meet up for the last time	11/8/2017	11/14/2017	6
Report and presentation	11/16/2017	11/22/2017	6
Report and presentation	11/24/2017	11/30/2017	6
Report and presentation	12/1/2017	12/4/2017	3