

PROJECT PROPOSAL

Bowen Yang, Xuezhou Fan, Xiaoqin Chen, Stevens Institute of Technology

Mar/29/2016

Chapter 1: Executive Summary

Weiqi(Go) game is quite a historic game with a bunch of rules, with a variety of limitations, placing stones would be strategic and selective. As we involve into this hard game problem, we aim to develop a full version game for two players first and explore more possibilities after our first version.

Chapter 2: Introduction

Weiqi(Go) game is an abstract strategy board game for two players, aiming to claim more territory than the opponent. Two players alternately place black and white stones, which are likely to chess pieces but built in same shape, on the vacant intersections ("points") of a board with a 19×19 grid of lines. Once placed on the board, stones may not be moved, but stones may be removed from the board if captured. The two players place stones alternately until they reach a point at which neither player wishes to make another move; the game has no set ending conditions beyond this. When a game concludes, the territory is counted along with captured stones and komi (points added to the score of the player with the white stones as compensation for playing second) to determine the winner. Games may also be won by resignation.

Chapter 3: Project Description

We are going to presenting a weiqi game for 2 players, with judge of illegal placement and outcome. Additionally We would develop more possibilities based on this game, like semeai problem. Another game form, five in a row, might also be included.