CMPUT 275 Project Proposal

Chess

Arun Woosaree & Tamara Bojovic

March 14, 2018

Introduction

We are going to make a boss ass chess program

Python classes

Will be used to store information about the chess pieces. Each chess piece can inherit from the the chess piece class, and then have their own moves. For example, we could define the catsle and bishop class, and then the queen could inherit from those classes.

Graph

A tree can be used for move generation, from which we can detect valid moves in a more efficient was compared to checking every single square.

Basic computer player

Once we have valid move generation down, we can maybe get a rudimentary computer player working to play chess against

Arduino

If time permits, we can use server communication to let the player interact with a joystick, and pyserial to let a computer act as a sever for processing moves

Timeline

- March 16: Finish making this proposal
- March 21: Work on Assignment 2
- March 23: work some more on Assignment 2
- March 26: Refine our plans and see what's really possible
- March 28: Work on chess pieces and move generation
- .March 30: Get it working with the Arduino
- April 02: Sart work on computer logic
- April 04: idk
- Finishing touches
- present