

Progress Report

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1 Problem Statement

Something about knowledge discovery for chess. People want games to study, but don't want all the boring standard stuff.

2 Problem Analysis

Probably some statements from the paper we found.

3 Literature Review

Find some stuff about changing the piece values.

4 Subproblems, Statement and Analysis

We can probably mention that we plan on possibly going above and beyond, which is why we have the above and beyond piece values as a subproblem.

5 Algorithmic Sketch, Illustration of Solution

Not sure what we would do here, but we can probably draw something pretty quick in paint (or figure out how to do graphs in L^AT_EX) as our sketch.