

Milestone B Report

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We are doing the Baroque Chess project and planned to apply multiple techniques for finishing this project. One technique is to implement the chess rule using python, mainly the array manipulation. Another technique is to use the minimax search as the main algorithm for making decision on next move. The optimization for the search are alpha-beta pruning and Zobrist Hashing. Finally, we will also design our state evaluation function that will be applied by the searching algorithm. So far, we basically implemented all the chess rule and the searching algorithm along with the optimization. We haven't start our evaluation design in detail, but for running the program, we have implemented a very simple evaluation function. Although there might still be some bugs in the program, the "big picture" is almost done. Our next steps will be debugging and design our evaluation function in a more deliberate way.