Program- Dummy

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CSC 180

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C:\Windows\system32\cmd.exe                                    _ □ X

C:\Users\chris\Desktop\Dummy>java MyDummy
Will the human or computer make the first move? human
8  - K - - - -
7  N B R R B N   computer
6  - - P P - -
5  - - - - - -
4  - - - - - -
3  - - p p - -
2  n b r r b n
1  - - - - k -   human
   ------------
   A B C D E F
Enter your move in format A1B1: E2F3
8  - K - - - -
7  N B R R B N   computer
6  - - P P - -
5  - - - - - -
4  - - - - - -
3  - - p p - n
2  n b r r - n
1  - - - - k -   human
   ------------
   A B C D E F
MiniMax Score: 10000
COMPUTER MOVES C6C5    (D3D4)

8  - K - - - -
7  N B R R B N   computer
6  - - - P - -
5  - - P - - -
4  - - - - - -
3  - - p p - n
2  n b r r - n
1  - - - - k -   human
   ------------
   A B C D E F
Enter your move in format A1B1:
```

1) To run Dummy, there is a source file called MyDummy which can be ran under any coding program. There is also a compileDummy.bat file and a runDummy.bat file which compiles and runs the java program on terminal for windows.

2) The rules follow the rules of morph and you are asked to either go first or let the computer go first. The program was written in java.

3) I tried implementing alpha/beta pruning by having a int keep track of the scores and exiting if it found a move that applies.

4) I think the program can understand the basic concept of taking pieces from the board from the human and then trying to see which move best fits in the situation but it has a lot of errors.

5) The biggest flaw I had was that the program had a lot of issues when I was trying to get to the game over. I had set my game over if either king was removed from the board but when the computer sees the opportunity it crashes. There was a lot of confusion when it came to moving the pieces back as well so it gave me many issues I had to remove and comment out.

6) There was also an issue I only noticed once and it was when there was a pawn to move on the human to take over an opponent pawn diagonally it said there was an illegal move which I couldn't figure out.

7) The program makes a lot of weak moves because of the way the minimax score is designed, it reads based on which piece has a better score which was implemented incorrectly.

8) I also would have some issues when trying to gather the scores of the moves so it would crash often during random moves.