



Algorithmes & structures de données

10. Algorithmic project

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Project

ISChess

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Project

Project

- **Chess bot**
 - Use lecture material
 - Budgeted processing
 - **Stateless**
 - no memory passed between move evaluation
 - **Python**
 - **External libraries: numpy PyQt6**
 - **Single thread // no networking**

Rule set

- **Standard chess** rules except
 - No castle
 - No two-square move for pawns // No en-passant
 - Automatic queen promotion
 - No obligation to protect king
- Fixed number of turns
 - Winner = king taker **OR**
 - Winner = one with more pieces **OR**
 - Winner = random otherwise
- No move // Accepted because of timeout
 - **BUT do not consider it a valid strategy**



Chess sandbo(x)ard

<https://github.com/LouisMLettry/ISChess>



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Interface will stay fixed (unless
big publicly announced
modification)

Don't hesitate to modify it →
development/debug drawing.

Might be updated along the
project ← be smart regarding
your modifications

⚠ This is not the objective of
the project ! Be smart about
your investments



Project



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```
rw, nw, bw, qw, kw, bw, nw, rw  
pw, pw, pw, pw, pw, pw, pw, pw  
/////////  
/////////  
/////////  
/////////  
pb, pb, pb, pb, pb, pb, pb, pb  
rb, nb, bb, kb, qb, bb, nb, rb
```

Loadable from comma
separated value files.
Each line must have
the same number of
columns

String containing a sequence
of

[teamid|color|boardorientat
ion]. The bot **plays the first
color** in the chain.

E.g. **0w01b2** = standard
chess and bot plays white

E.g. **0y01b20w11r3** = 2v2
with white and yellow
playing against black and red
and bot plays yellow

board: bidimensional array
containing strings to describe pieces
« » = no pieces
pc = piece/color (rw = rook white)
X = not accessible

Pieces names

r:rook	q:queen
n:knight	k:king
b:bishop	p:pawn

Time budget: Amount of time in
seconds before the hand moves
over. (if not returned by then → no
move done)

```
def chess_bot(player_sequence, board, time_budget, **kwargs):
```

You can forget about board
orientation. The board will
always be presented in
standardized fashion.

```
...  
return (from_x, from_y), (to_x, to_y)
```

↑
kwargs: **not used during
tournament** but useful for
your development

Organization

Organization

- Project in **teams of 2 (except 1 of 3)**
- **Recommended attendance** to lectures

Schedule

- **Start** **27.11.2025**
- **Development** *
- **Presentation** **08/09.01.2026 – 13h-17h**
- **Tournament** **15.01.2026 - midi**
 - Best bot → Ready

Members	Team ID
Brunner & Lucas	ThinkR
Monod & Esteves	Tigre
Marthe & Prusse	Syntax
Hall & Zeiger	Chaise
Chobu & Marques	ISCrew
Favre & Roduit	Favrod
Schönman & Braz Jorge	Magnus
Schanen & Morsch	Gambit
Weber & Veuillet	A.L.P.H.A.
Müller & Svoboda	Martin
Naing & Pham	Graal
Oliveira Riberio & Gonin	PwnStr
Kulekci	Sas
Cortes Zuka & Da Silva & Zufferey	WinXP
Rey	Rey
Gorini	Gorini

Evaluation – Oral



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- Oral – 30%
 - **Date: 08.01.2026 & 09.01.2026 12-16H**
 - ~15 minutes solo
 - 7 minutes – presentation
 - Algorithmic description
 - What did you implement ?
 - What did you try ?
 - **3 Decisions' Metrics/Quantification**
 - Measure choices decisions
 - Ablation study, # states visited, timing
 - Showcase final results
 - Focus on produced algorithm (Focus on journey only if important)
 - Explain algorithmic choices
 - What methods ? Why ? How ?
 - And more ...
 - **8 minutes** - Questions/answers
 - In french
 - Support: slides

Tournament



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**Date: 15.01.2026
1200-1300 Tournament &
pizzas !**

Code handout structure



- Zip file
 - Unzipped **in place** in Bots/

Files structure

- Registering file **[TeamName].py**

```
# Example how to register the function  
register_chess_bot("TeamID", LN_chess_bot)
```

- **[TeamName]** will be the name of your bot for the competition. Make sure to set it correctly
- All other files starting with **TeamID_**
 - *Prevents overlapping of files with same names from different teams*

Handout

- **ISC Moodle** → homework will be opened soon

