**Intelligent Systems Project**

**Emre Demir, No**

1. **INTRODUCTION**

The Intelligent Systems project is a simple Checkers game which features an AI which developed on the Minimax theorem. The game consists of separated classes which divides the project different sections. The AI has 3 different difficulty levels which are easy, medium and hard. It is also has alpha beta pruning feature which lets it avoid to calculate unnecessary successor nodes.

The GUI is designed on a JFrame which contains a border panel with a grid and flow panel in it. Grid panel is designed for game pieces and flow panel is for game options. There is also a game situation label placed into the south side of the border panel which shows info about game state.

1. **PROGRAM FUNCTIONALITY**
2. **APPENDIX**
3. **CONCLUSION**