

**THE UNIVERSITY OF HONG KONG**  
**Department of Computer Science**  
**CSIS0270/COMP3270 Artificial Intelligence**  
**MiniProject**

**Due Date: Sun, Nov 29, 2015.**

Write a program for playing either chess or Chinese chess. The game will be between a human and the computer. You can write your program as a command line program and use text input for moves by human. After every move, the board configuration will be printed out using text graphics, e.g. you can use C for Castle, B for Bishops etc. *The minimum requirement is that you should implement the basic minimax procedure with  $\alpha$ - $\beta$  pruning.* Beautiful user interface is not needed.

You should submit a written report together with your program. The report should describe in detail your methodology, such as the search engine,  $\alpha$ - $\beta$  pruning, heuristics applied, and the evaluation function you use. Also state the number of look ahead steps that your program uses, and whether you use any database for beginning of games and end games.

You can use C++ or Java for implementation. If you want to use other programming languages, contact the tutor first.