

Write up for Pichu

Evaluation function

The evaluation function takes into consideration two factors . One is Material score and other is mobility

#score. I got this idea from the following website
<https://chessprogramming.wikispaces.com/Evaluation>

Material score is the weighted difference of number of pieces between white and black pieces.

Mobility score is the difference in the number of possible moves for white and black pieces

Min -Max with alpha beta pruning

I have written three functions, Min-Max, Min and Max function. Min-Max will choose the maximum value state of board from

successors of the initial board . For that the first call will go to Min function for the successors of each successor

of the initial state of board. And that Min function will call Max function and so on until the depth reaches 7. once

the depth reaches 7 it will call the evaluation function which will stop this loop of calls between Min and Max func

I have implemented alpha beta pruning in the Min and Max functions