START OF GAME

PRELIMINARY UI DESIGN

MIDGAME

Start of game window:

Chess

Game Time:
00:00:04
Play Timer:
01:26

Captured by AI

Captured by User

Milestone 3 panel:
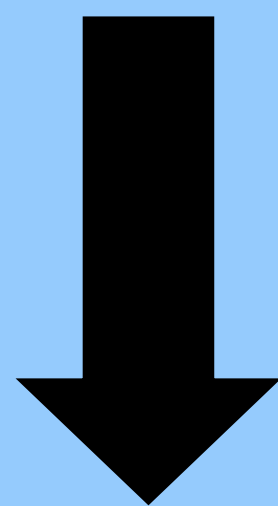
MILESTONE 3
MITCHEL DOWNEY AND GRANT LUDWIG

TYPE OF AGENT:
MODEL BASED, GOAL BASED AGENT

TECHNIQUE:
USES BACKTRACKING WITH FORWARD CHECKING
AS THE MAIN SEARCH TECHNIQUE. THE CHECKING
WILL HAVE A HEURISTIC TO ASSESS THE VALUE
OF A GIVEN MOVE. THIS VALUE WILL BE BASED
OFF THE TYPE OF PIECE AND SPEED OF THE
MOVE.

OTHER INFO:
WE ARE USING PYGAME TO CREATE OUR CHESS
GAME AND FOR THE GUI. A LIST OF LIST HOLDS
WHERE THE PIECES ARE ON THE BOARD.

Midgame window:

Chess

Game Time:
00:00:15
Play Timer:
01:15

Captured by AI

Captured by User