

Hexa1-Checkers

Checkers game in prolog

A Checkers game with multiple Als

Installation

Install a recent distribution of [SWI Prolog](#).

Clone this repo or go to the checkers folder

```
git clone https://github.com/HexanomeBeurreOne/Hexa1-Checkers.git
cd Hexa1-Checkers
```

Usage

Run the game

Open SWI and call the main file

```
?- ['//main.pl'].
```

Then run

```
?- playCheckers().
```

And follow instructions

Run the tests

Open SWI and call the tests file

```
?- ['///tests.pl'].
```

And run one of the tests :

```
?- testDoEat().
```

```
?- testCheckMove().
```

```
?- testCheckMoveQueen().
```

```
?- testGetPiece().
```

```
?- testRandomIA().
```

```
?- testLevelUno().
```

```
?- testMinimaxIA().
```