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

Due Date: Sun, Nov 29, 2020.

Write a program for playing 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 α-β 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, α-β 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++, Java, or Python for implementation. If you want to use other programming languages, contact the tutor first.