

# • Board game for AI

- Build on top of course project that utilized top down design & systematic implementation

- Refactored system to be compatible with different board games

- specified new plug & play protocol for external AI

- Implement Network Communication with TCP socket & Websocket

provided  $\hookrightarrow$  Simple Tkinter & web UI for both playing & observing

- Extended inhouse AI algorithms to include more efficient game tree search & reinforcement learning

- Deployed to GCP to allow easy server management & extend reachability