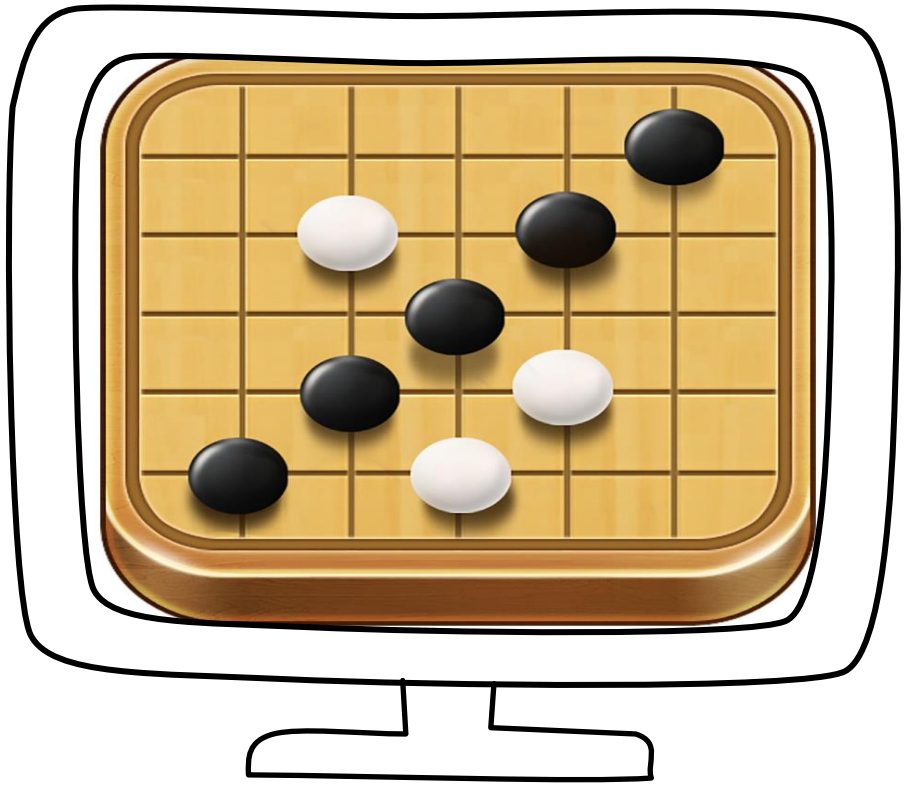
Human-machine AI Backgammon game based on python



- Our group was looking for interesting projects on Github when we suddenly came up with Alphago, the AI program that had defeated Ke Jie, the strongest human Go player, and our group planned to make an AI Backgammon project.
- Our group hopes to learn a lot while doing this project. And that everyone who is willing to use our program can achieve futsal from beginner to master.

The rules of the game of backgammon

Each player plays with one color of pieces.

Open the game with an empty board.

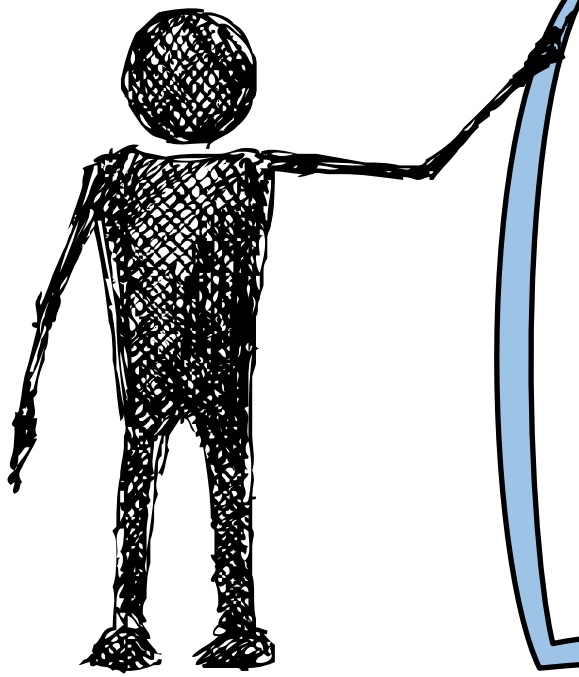
Black first, white second, alternating pieces, only one piece at a time.

A disc is played on a blank point on the board. After a disc is played, it may not be moved to another point, nor may it be removed from the board or picked up and placed elsewhere.

Black's first disc may be played on any intersection point on the board.

It is the right of both players to take turns to play, but either player is allowed to forfeit the right to play (i.e. PASS right).

Problems To be Solved



As the sixth rule is more difficult to implement on our technical level, we can guarantee to complete the first five simple rules, while the sixth rule will be treated as a challenge in our group's project and we will try our best to try it out.

We will be using python for the programming and VS code for the software.

The biggest risk we will encounter is the padding of the internal code of backgammon, including but not limited to how the pieces fall into their designated positions, how the two sides alternate, how the colours of the pieces change, and how to determine which side wins. As the program is written, we will sort out the logic and find the right way to make the project work.