# CNS 4470

# Game-Playing (Chess) Lab

# Part I

### Overall Goal

### Obtain an understanding of game-playing search algorithms such as mini-max and alpha-beta pruning

### Requirements

* Create a Greedy Chess Player
  + Implement a legal move generator.
    - Include queening
    - Not include
      * En passant
      * Castling
    - Should not make any Illegal moves.
  + Implement a heuristic evaluation function.
* Use the uvschess framework
  + Found on code.google.com

### Grading

* You will be graded on winning of a game of chess against a random opponent.
  + You will be given two chances.
    - One as black one as white
  + Grading: you will be awarded one of the following:
    - 55 points for a checkmate
    - 40 points for a stalemate
    - If an illegal move is found you will not get full points, but will get points per my discression
  + Code Review
    - 5 pts for heuristic evaluation function
    - 5 points for a legal move generator