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Chess Project 2

Heuristic: our heuristic uses the total value of pieces on the board to determine what the state of the board is. It counts the pawns as 1000 points and the Rooks are worth 5000 and Knights and Bishops are worth 3000 points and the Queen is worth 9000 and the King is worth 10000 points and as we calculate the board we ad the piece value for friendly pieces and subtracts for enemy pieces. And as we check each board state for the cumulative piece values it lets us know what moves that take pieces are better than others. As each board state is calculated we store the value in a dictionary of board values and when the same board is looked at again we don’t have to calculate the board again.

Cut off: our cutoff checks each move to determines if it is a checkmate state and if it is it ends the algorithm and returns the winning move to win the game