## Mini Project Logbook CHECKERS AI GAME

### **Group Members**

Roll: 28 Name: Vemburaj Konar

Roll: 52 Name: Akanksha Singh

Roll: 42 Name: Prathmesh Pawar

Roll: 24 Name: Tanvi Kate

### Supervisor/Guide:

Name of Guide: Dr.(Mrs.) Anjali Shrikant Yeole



### Department of Artificial Intelligence and Data Science

Vivekanand Education Society's Institute of Technology

Academic Year: 2021-2022



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### Department of Artificial Intelligence and Data Science

2021-2022

**Group No**: 10

Project Title: Checkers AI Game

Guide: Dr.(Mrs.) Anjali Shrikant Yeole

### **Students Details:**

	Member-1	Member-2	Member-3	Member-4
Roll No	28	52	42	24
Name	Vemburaj Konar	Akanksha Singh	Prathmesh Pawar	Tanvi Kate
Class	D6AD	D6AD	D6AD	D6AD
Contact	+91 8291147262	+91 8104395250	+91 8928589535	+91 9757320214
Email	2020.vemburaj.kon ar@ves.ac.in	2020.akanksha.sin gh@ves.ac.in	2020.prathmesh. pawar@ves.ac.in	2020.tanvi.kate @ves.ac.in
Signatur e				

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### **Course Outcomes**

### **Course Outcome:**

- 1. Identify problems based on societal /research needs.
- 2. Apply Knowledge and skill to solve societal problems in a group.
- 3. Develop interpersonal skills to work as member of a group or leader.
- 4. Draw the proper inferences from available results through theoretical/experimental/simulations.
- 5. Analyse the impact of solutions in societal and environmental context for sustainable development.
- 6. Use standard norms of engineering practices
- 7. Excel in written and oral communication.
- 8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
- 9. Demonstrate project management principles during project work.

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### **Proposed Schedule for Mini Project**

Week/ Date	Content	Time Required	Remark	Signature
1	Meeting with Mentor for selection of topic	1 Week		
2	Literature survey and study of similar games	1 Week		
3	Discussion of Basic Functions and algorithms to be used	1 Week		
4	Piece Moves and move gesture was discussed	1 Week		
5	Making of Prototype and UI design	1 Week		
6	Rules of the game documented	1 Week		
7	Minimax Algorithm discussed	1 Week		
8	Final project report created	1 Week		



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### Sem - 3

**Project Gr No: 10** 

Title: Checkers AI Game

Guide: Dr.(Mrs.) Anjali Shrikant Yeole

Roll No	Name of Project Member	
28	Vemburaj Konar	
52	Akanksha Singh	
42	Prathmesh Pawar	
24	Tanvi Kate	

Week/Da te	Work Done	Students Present	Sign of Guide
	Meeting with Mentor for selection of topic	Vemburaj Konar	
		Akanksha Singh	
		Prathmesh Pawar	
	Topic- AI Checkers	Prathmesh Pawar	
	Literature survey and study of similar games	Vemburaj Konar	
2		Akanksha Singh	



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52			Prathmesh Pawar	
		AI Checkers game implementation was studied	Tanvi Kate	
		Discussion of Basic Functions and algorithms to be used	Vemburaj Konar	
	3		Akanksha Singh	
			Prathmesh Pawar	
			Tanvi Kate	
		Piece Moves and move gesture was	Vemburaj Konar	
	4	discussed	Akanksha Singh	
			Prathmesh Pawar	
			Tanvi Kate	
	5	Making of Prototype and UI design	Vemburaj Konar	
			Akanksha Singh	
			Prathmesh Pawar	
			Tanvi Kate	
	6	Rules of the game documente d	Vemburaj Konar	

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Akanksha Singh Prathmesh Pawar Tanvi Kate Vemburaj Konar Minimax Algorithm discussed 7 Akanksha Singh Prathmesh Pawar Tanvi Kate Final project report Vemburaj Konar created Akanksha Singh 8 Prathmesh Pawar Tanvi Kate