Checkers Game

Semester Project Proposal

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Background:

Considering our significant interest in the topic of Game Programming using AI, we have decided to develop a game of Checkers in which a human will be pitted against a computer AI.

Approach:

We came across several approaches in which the AI engine could be built; chiefly Neural Networks and Minimax. We will be using Minimax with Alpha Beta pruning to simulate the intelligence and pick the next best move for computer. We will be using Python programming language to develop the game software. ‘Kivy’ an open source python library for creating pleasing UI will be used for creating the graphical interface.

Optionally and time permitting, we also intend to have different difficulty levels in the game and create a touch screen enabled interface which could be used by Smartphones and other handheld devices.