The project is about the game “Arima” that is categorised as a board game like chess ,draughts(or checkers in US, jue de dannes in France).More appropriately it would better to say that it is not about the game Arima instead it is about challenging the game “ Arima” itself.

This game “Arima ” was conceived and developed by Umar Syed, a computer science engineer in 2003.He was inspired to develop this new game because of worldwide chess champion’s defeat of Garry Karsparov against the IBM program Deep Blue .Each year till 2020 Omar Syed offer a prize of 10000 USD to reward the first program that can beat a human player in a game of more than 6 or more matches and the prize has not yet been rewarded.

Therefore this project is challenging the game itself by developing a new form of game that can win against a human mind by using the concepts and algorithms of artificial intelligence.

In order to achieve the goal, artificial intelligence is implemented through “Monte Carlo Tree Search” algorithm that takes optimal decisions based on a random exploration of the searching space.