A revolution in scheduling algorithms originated in “MCTS-Monte Carlo Tree search Algorithm” and this project is about inducing artificial intelligence for board games using MCTS algorithm .The choice of board game for this project is “Arimaa”.

“Arima “ was conceived and developed by Umar Syed, a computer science engineer in 2003.Till now the game is played between two human players and this is for the first time that it is developed with artificial intelligent program that will play against a human player .The first program that can beat a human player in a game of 6 or more matches is entitled to win a prize of 10000 USD, by Umar Syed.

So, the techniques of MCTS algorithm are utilized in this project to find the best move. MCTS is a heuristic search algorithm of making decisions in some decision process.It concentrates on analysing the optimum moves by expansion of the search tree on random sampling of the search space .**With its implementation in Arimaa it will choose best move among the possible moves in all its four turns by creating a tree and randomly selecting a node with high cost to further construct the path and find the best move.**

The game is going to be lot more interesting and will be a tough competition with this artificial intelligent program being induced in Arimaa.