Course: Project AI - Symbolic artificial intelligence
Professor: Dr.-Ing. Stefan Fricke
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Group Members: Who the fuck cares?
Repository: https://github.com/PraxTube/chess-ai/


Project Report

# Python Chess AI

## Group C - The Plebs

This is a dummy abstract.
Hello there.

# Contents

# 1 Introduction

Creating a chess AI from scratch is quite a challenging undertaking. Not only will you need to write a whole chess backend, you will also need to implement the AI features. One of the major issues here is to write a chess backend without any bugs and to test your AI properly to make sure the features you add actually make it play better.

Our group chose to use Python for the whole project given that that is what we were most familiar with. The obvious trade-off here is of course that it's easy to prototype but painfully slow and very error prone. I personally would have liked to try to use Rust, though in hindsight we would have probably abandoned the project if we had used Rust simply because the chess engine alone was so much work. On the other side I have acquired some Rust experience now and if I were to write the chess engine (or something of a similar level) I would probably go with Rust.

Regardless of our programming language, for version control we obviously used git and to share our code base we used github. The overall workflow here was pretty smooth.

# 2 Progress

# 3 Results

# 4 Issues faced

# 5 Lessons learned

# 6 Summary

This is a dummy summary.

Hello world.

# Literatur

Test