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**Report of Chess game**

This code is an implementation of the game of chess in Python, where a human player can play against the computer using the minimax algorithm to choose the best move. The program allows a human player to input their moves in algebraic notation and the computer responds with its own move.

The chess game is represented using the Python Chess library, which has a Board object that keeps track of the positions of all pieces on the board, the legal moves for each piece, and the current turn. The Board object is initialized with the starting position of a chess game.

The function analyzeState calculates a numeric value for the current state of the board. It assigns a value to each piece based on its type and position on the board. It also gives extra points for moves that capture opponent pieces, and deducts points if pieces are moved from their initial position. Additionally, it adds points for checking the opponent's king and subtracts a large number of points if the opponent is checkmated. If the game ends in a stalemate, it adds a small number of points.

The minimax algorithm is used to choose the best move for the computer. The algorithm evaluates all possible moves up to a certain depth and chooses the move that results in the highest numeric value for the board. The algorithm alternates between maximizing the numeric value for the computer and minimizing the numeric value for the opponent. It also uses alpha-beta pruning to speed up the search by discarding branches of the search tree that are not promising.

The function getBestMove initializes the necessary variables for the minimax algorithm and returns the best move for the computer.

The program then enters a loop where the human player inputs their moves and the computer responds with its own moves using the getBestMove function. The loop continues until the game ends, and all the moves played in the game are stored in the allmoves list.

Finally, the program prints the list of all moves played in the game.