Brew

Design Retrospective of the agent:

Brew is a happy go lucky “person”, who likes to say positive things. Brew is a happy agent.

A major issue which we faced while designing (or writing code) for this project was, “to what level do we abstract away the code?”. The initial thought process was to have a common move generator which could move in all 6 directions to any distance and we’ll place additional limits on the moves based on the piece type. Implementing this proved to be challenging, so we moved to each piece having its own move generator. Implementing staticeval raised similar questions again. Through trial and error, Wikipedia and looking at conventional chess playing bots, we came up with a logic for calculating the evaluation function. We implemented minimax, alphabeta pruning. We’ve implemented a nondefault move ordering where our capture list is expanded first and then the movelist, also in IDDFS the chosenmove from previous iteration gets expanded first. This has been done for optimisation purposes. Another issue which we felt was, that the timeline for this project seemed quite unrealistic. This was quite a challenging project.

Partnership retrospective:

Krishna Teja:

We work well as a team. We pair programmed during CSE 373 and did well, so we did the same thing for this assignment as well. Before starting out the coding process, we charted out the whole procedure on paper using block diagrams to make sure we were on the same page. A major issue which we faced while working on the code was merge conflicts. “Solving” merge conflicts always resorted to us taking manual backups and copying code after pyCharm does some shoddy merging.

Vidhya Rajendran:

We spent >90% of the coding time together, we were programming partners in CSE373 and that worked out well for us. Not committing to an idea too much helped us quite a bit. We were initially planning on follow one strategy for move, when we realised it was too time consuming, we didn’t worry too much about redoing the whole thing again. This helped us much more in the long run.