

Board Game AI



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Enlace al repositorio del proyecto en github: <https://github.com/alu0101244488/Board-Game-AI>

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Implementación del proyecto

Starting board Position

Search depth

New Game

Restart

Information

Quit

Values

Player King

Player Queen

Player Bishop

Player Rook

Player Knight

Player Pawn

Enemy King

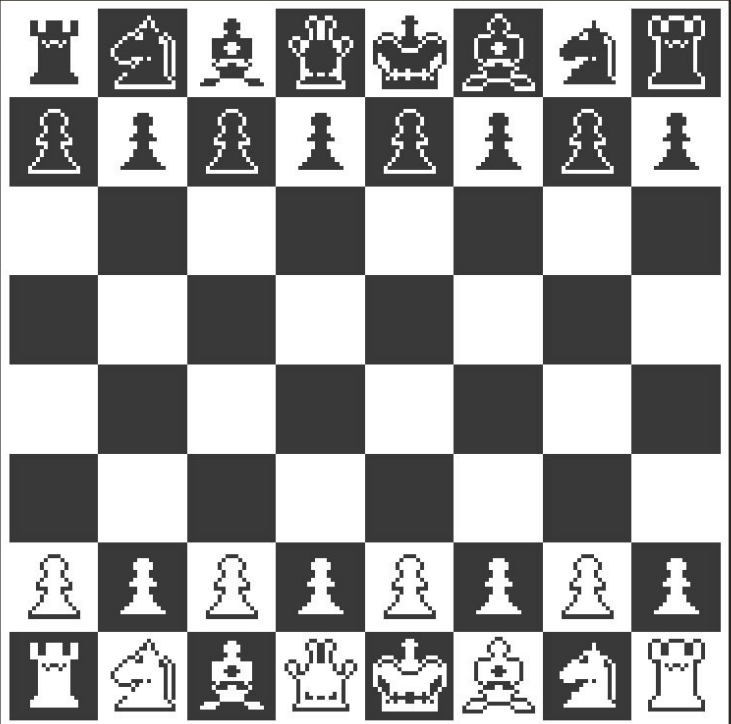
Enemy Queen

Enemy Bishop

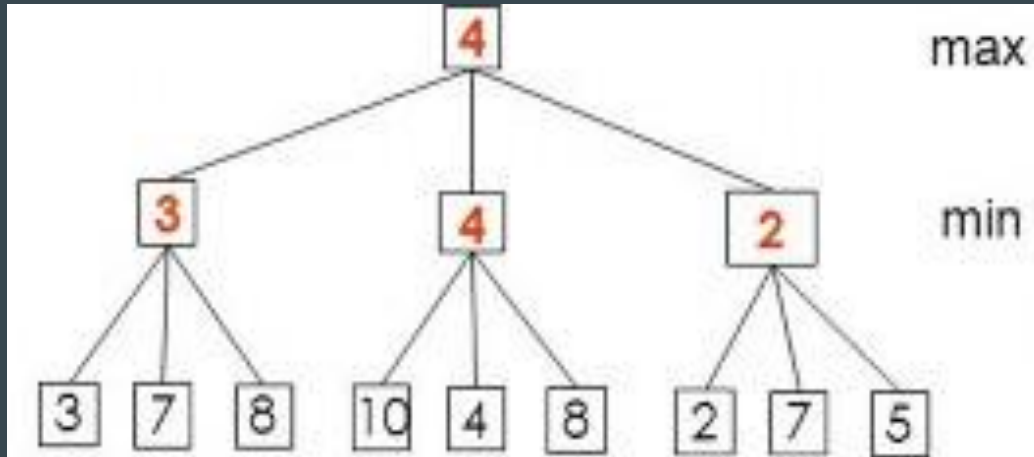
Enemy Rook

Enemy Knight

Enemy Pawn

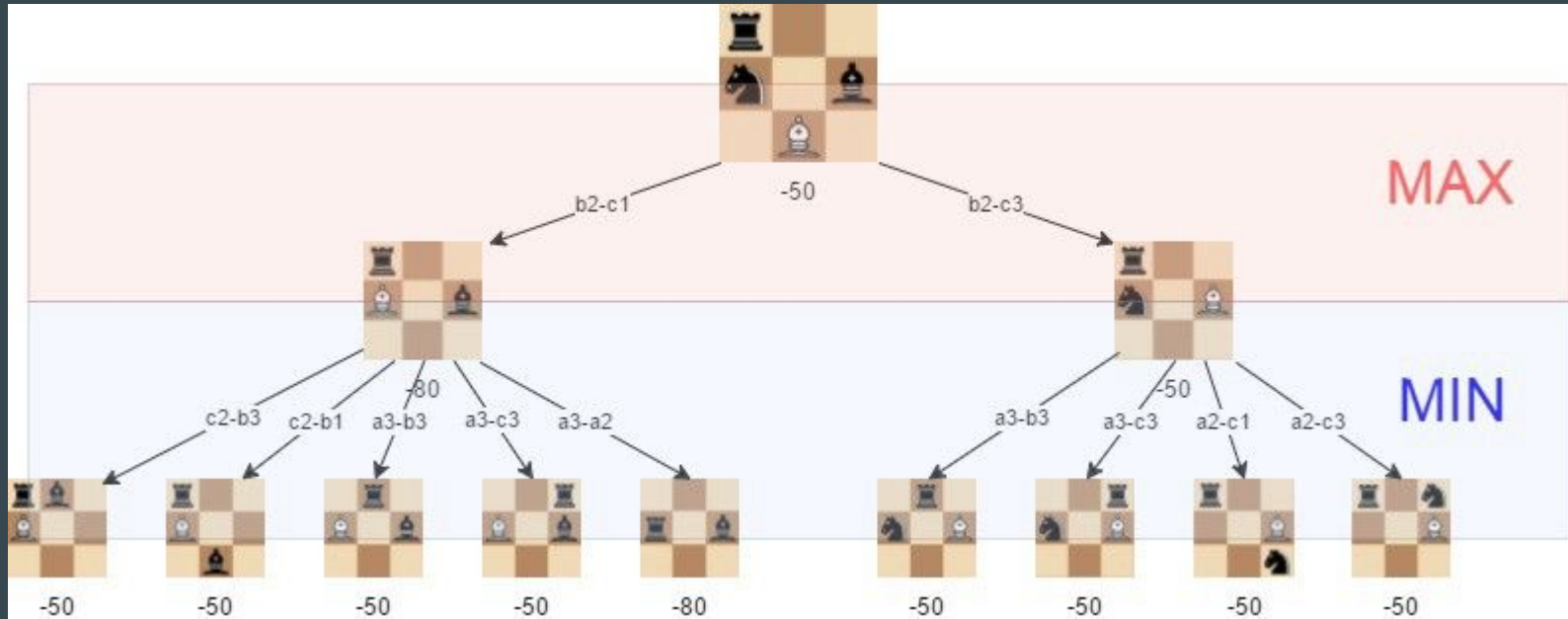


Algoritmo MinMax



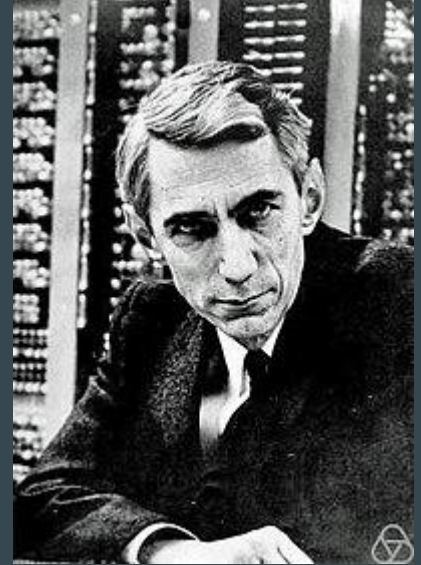
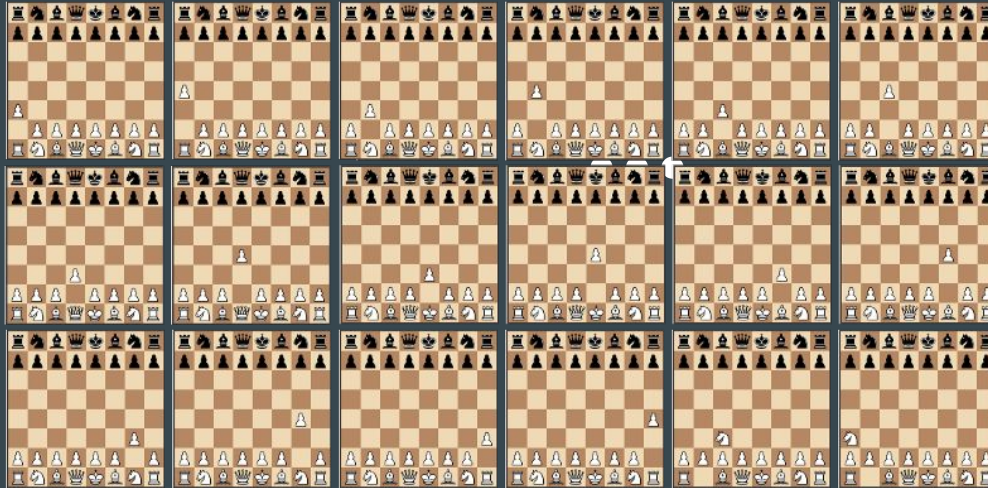
A step-by-step guide to building a simple chess AI
(<https://www.freecodecamp.org/news/simple-chess-ai-step-by-step-1d55a9266977/>)

Algoritmo MinMax en el ajedrez



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Algoritmo MinMax en el ajedrez



Número de Shannon: 10^{120}

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Contactos

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