

Sample output (playing AI vs. AI on test board "1.txt")

Player 1: AI / Player 2: AI

1							
2	%						
3		@		*		%	
4							
5		@		*		@	
6							
7		o		@		*	
8					%		
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %

Player 2 -- Pawn: * / King: @

Player 1's turn

Available moves:

Move 1: A2 --> C4 --> E6 --> G8

Move 2: A2 --> C4 --> E6 --> C8

Move 3: A2 --> C4 --> E6 --> G4

Move 4: A2 --> C4 --> A6

Move 5: A2 --> C4 --> E2

Move 6: E8 --> G6 --> E4 --> C6 --> E8

Move 7: E8 --> G6 --> E4 --> C6 --> A4 --> C2 --> E4

Move 8: E8 --> G6 --> E4 --> C2 --> A4 --> C6 --> E8

Move 9: E8 --> G6 --> E4 --> C2 --> A4 --> C6 --> E4

Move 10: E8 --> C6 --> E4 --> G6 --> E8

Move 11: E8 --> C6 --> E4 --> C2 --> A4 --> C6

Move 12: E8 --> C6 --> A4 --> C2 --> E4 --> G6 --> E8

Move 13: E8 --> C6 --> A4 --> C2 --> E4 --> C6

AI is making a move...

Completed search to depth 5.

Search duration: 0 seconds

Move done: E8 -> G6 -> E4 -> C2 -> A4 -> C6 -> E8

1							
2	%						
3						%	
4							
5				*			
6							
7		o					
8					%		
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %

Player 2 -- Pawn: * / King: @

Player 2's turn

Available moves:

Move 1: D5 --> C4

Move 2: D5 --> E4

AI is making a move...

Completed search to depth 2.

Search duration: 0 seconds

Move done: D5 -> C4

1							
2	%						
3					%		
4			*				
5							
6							
7		o					
8					%		
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %

Player 2 -- Pawn: * / King: @

Player 1's turn

Available moves:

Move 1: E8 --> F7

Move 2: E8 --> D7

Move 3: B7 --> A8

Move 4: B7 --> C8

Move 5: F3 --> E2

Move 6: F3 --> G2

Move 7: F3 --> E4

Move 8: F3 --> G4

Move 9: A2 --> B1

Move 10: A2 --> B3

AI is making a move...

Completed search to depth 3.

Search duration: 0 seconds

Move done: F3 -> E2

1							
2	%				%		
3							
4			*				
5							
6							
7		o					
8					%		
	A	B	C	D	E	F	G

1							
2	%			%			
3							
4			*				
5							
6							
7		o					
8				%			
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %
 Player 2 -- Pawn: * / King: @
 Player 2's turn

Available moves:
 Move 1: C4 --> D3
 Move 2: C4 --> B3

AI is making a move...
 Completed search to depth 2.
 Search duration: 0 seconds
 Move done: C4 -> D3

1							
2	%			%			
3			*				
4							
5							
6							
7		o					
8				%			
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %
 Player 2 -- Pawn: * / King: @
 Player 1's turn

Available moves:
 Move 1: E2 --> C4

AI is making a move...
Completed search to depth 0.
Search duration: 0 seconds
Move done: E2 -> C4

1							
2	%						
3							
4			%				
5							
6							
7		o					
8				%			
	A	B	C	D	E	F	G

Player 1 -- Pawn: o / King: %
Player 2 -- Pawn: * / King: @
The game is over.

Player 1 wins.
Play again? (Y/N):