Yeditepe University
Department of Computer Engineering
CSE 585 – 2022 Spring
Term Project
Due Date: 24 May 2022

In this project you are required to develop a machine learning application for the board game below.

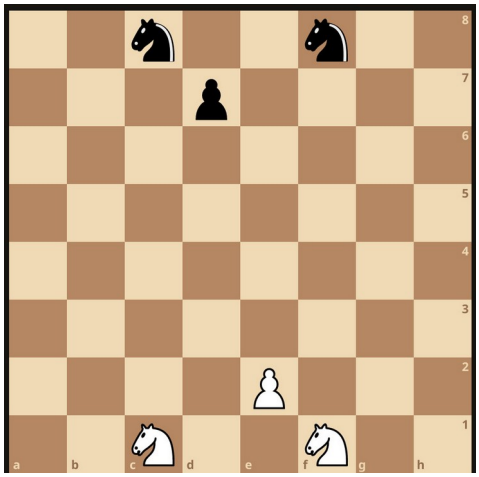

Figure 1: Initial Configuration

Rules:

1) Each player has 3 pieces and the initial configuration of the board is given above
2) You are supposed to use the indexing given in the figure
3) The number of turns in the game is a user parameter
4) The user can choose to play with the white or black pieces
5) In each turn each player should move exactly one piece
6) White starts the game
7) The pieces can move according to the rules of chess game
8) The pieces can capture each other according to the rules of the chess game
9) The aim is to move the pawn to the other side of the board
10) Game finishes if a pawn reaches to the other side of the board or if one of the players looses all of the pieces
11) The user can be a human or a separate program. So at the beginning of the execution, your program is supposed to ask if the user will be a human or a separate program. If the user is another program, the best is to have inter-process communication to get the actions of the other program. However writing the actions to a common file can also be a simple and quick solution (Open to discussion). Then the file name should be an input to your program

The file content can be as follows:
e2 e3
…..

So the white player can write the first move to the file and then start waiting for the black player process to generate the next line, and vice versa.

Good Luck!