Prelude

# Abstract

The following report aims to describe the steps, decisions and various aspects involved in the development of a *Chess Alpha* as part my Undergraduate Thesis in the past few months.

*Chess Alpha* is not only a game that you can play with other people in a single computer, but also features two different AI modes.

Every aspect of the project will be discussed in the different sections of this report, including future ideas, design decisions that were made as well as flaws in the project and insights from the author on how these could have been solved or approached in different ways.

The whole project will follow best practices in Software Engineering, such as clean and properly commented code, unit and system tests, version control, documents following the pertinent IEEE standards, etc.

# Acknowledgements

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