Chess

# Introduction

AI:

<https://medium.freecodecamp.org/simple-chess-ai-step-by-step-1d55a9266977>

<https://en.wikipedia.org/wiki/Distributed_computing>

<https://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-game-clones-to-code/>

<http://www.aihorizon.com/essays/chessai/intro.htm>

<https://www.chess.com/blog/zaifrun/creating-a-chess-engine-from-scratch-part-1>

<https://stackoverflow.com/questions/494721/what-are-some-good-resources-for-writing-a-chess-engine>

<https://en.wikipedia.org/wiki/Deep_Blue_(chess_computer)>

<https://www.research.ibm.com/deepblue/meet/html/d.3.3a.shtml>

<https://www.wired.com/2017/05/what-deep-blue-tells-us-about-ai-in-2017/>

Neural Networks:

<https://www.technologyreview.com/s/541276/deep-learning-machine-teaches-itself-chess-in-72-hours-plays-at-international-master/>

<https://stackoverflow.com/questions/753954/how-to-program-a-neural-network-for-chess>

<https://chessprogramming.wikispaces.com/Neural+Networks>

<https://erikbern.com/2014/11/29/deep-learning-for-chess.html>

<https://www.quora.com/Can-a-chess-engine-use-neural-network>

<https://arxiv.org/abs/1509.01549>

Rules:

<https://en.wikipedia.org/wiki/Rules_of_chess>

**PROBLEMS:**

* I didn’t want every class from the old project, it had many games, but most of them would break the whole project since they depended on each other.
* Problems between Piece and ChessPiece.
* Problems with turn, since on the old game it was determined by the colour (every piece was treated as the same, as long as the colour matched, which is not the case in chess)