0.- 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

Firstly, I would like to thank my family and friends for their support and patience with me during these months.

Special thanks to my father, for getting me interested in chess and teaching me how to play at a very young age, and my mother, for supporting me throughout this whole degree and project.

I am extremely grateful for all the people that believed in me since the beginning and gave me the motivation for a project of this size and level of difficulty.

I would also like to thank Dr Daniel Polani, my project supervisor, for his support and valuable advice throughout the whole process, and Dr Guy Saward, for making my stay at the University of Hertfordshire a truly pleasant experience that taught me a lot both academically and as an individual.

# Important Disclaimer

It is important to note that although the project here described IS a final version of the software, including all required features to allow subjects to play, as well as a fully functional artificial intelligence engine, some more features might be added for the presentation at my home university (Complutense University of Madrid), since the presentation date at the tribunal (if applicable) will be in July. The potential future features will be discussed at the 10th chapter of this document.

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