 **New Bulgarian University**

Bachelor Faculty

Bachelor programme Network Technologies

NETB 375 Programming Practice

AI Chess Game

Prepared by:

Vladimir Petkov, F 74482

Zdravko Donev, F ?????

Vasil Yoshev, F ?????

Atanas Chorbadjiiski, F ?????

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TODO: This will be exported as PDF when we are done !

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Project Description

Using the programming language C++ and programming framework Qt implement a computer program the famous chess game. The game must gave two modes of play: human against human (on the same computer), and human against CPU. The program must have the following features:

* fully functioning GUI that represents the chess board and all pieces;
* white piece can be moved if it is a white player's move, and the same for black pieces;
* each piece is allowed to perform only valid moves according to game rules;
* AI complexity is left to project developers, and it can be the simplest possible -- a random move.

Project Architecture

The chess pieces

The chess state

The chess logic

The chess utils

Graphical user interface

AI