The Idea:

Checkers Game

Description Of Project:

Checkers is a game played on a board checkered with squares of two colors. Two players compete in checkers to have the last piece on the board. The game pieces in checkers – which you can also call checkers – are usually red and black.

Used Technology:

Language: C#

Agent Design(PEAS):-

Performance	Environment	Actuators	Sensors
Fast, agent always make the best move	board, player and computer	Screen display	Mouse click

Environment Properties(ODESDA):-

Observability	Deterministic	Eposidic	Static	Discrete	Agent
Fully observable	strategic	sequential	static	discrete	Multi agent

Agent type:

Goal-based reflex agent

Team Members:

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