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 white.

Used Technology:-  
Language: python

Agent Design(PEAS):-  
1.Performance :  
Fast, agent always make the best move.  
2. Environment :  
board, player and computer.

3. Actuators :  
Screen display.

4.Sensors :

Mouse click.

Environment Properties(ODESDA):-  
1.Observability: Fully observable.

2.Deterministic: strategic

3.Eposidic: sequential.

4.Static:static.

5.Discrete: discrete.

6.Agent: Multi agent.  
  
  
  
Agent type:-  
Goal-based reflex agent.

Problem Formulation :

Initial State :

Static arrangement of the checkers pieces.

Successor Function :

Left and right slop.

Goal Test:

each checker piece of a side reach other side.

Path Cost:

each checker move cost one.  
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