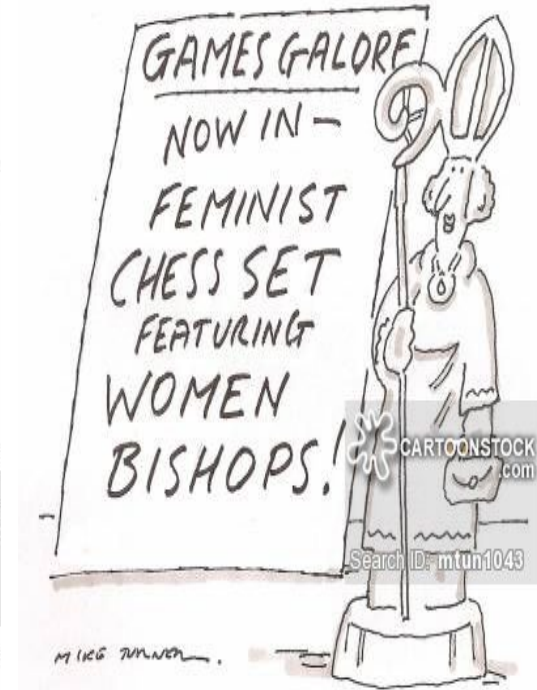# Chess With Min Max Algorithm

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Some Funny Jokes

A Short Introduction

- A WPF(Windows Presentation Foundation) application implemented in C#.
- The application is used to play chess with Min-Max algorithm AI bot.
- The application is used to test the boundaries of Min-Max algorithm in different depths.
- The application has two game modes:
  - Human vs Human
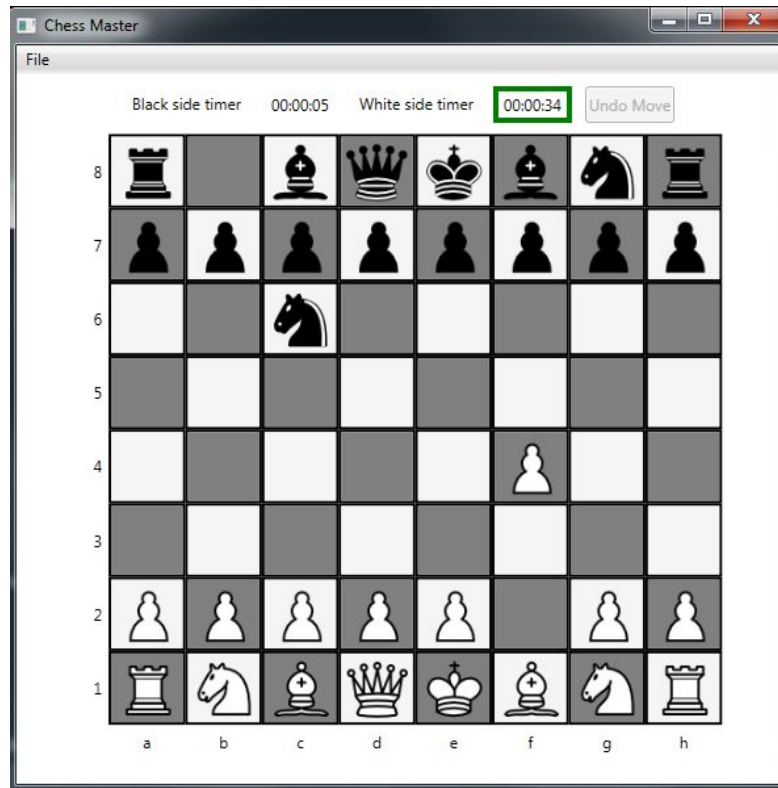 - Human vs AI (Artificial Intelligence)

Mechanism

- Min-Max algorithm is used to determine score in a zero sum game.
- We use Min-Max to maximize the score of one side without knowing about the other side's moves but by evaluating its current possibilities.
- We use an evaluation function to find the score for the current state of each side and try to maximize for one side.

Setup the game

Moves In Progress

AI WINS