January 18, 2020

Hung Dinh Nguyen

Project: Chess Engine to beat Prof. Basye

Goal: The goal is to make a FULL game that uses Alpha-Beta, or just Mini-Max, Algorithm to beat Prof. Basye. The process includes:

1. Graphics
   1. Board
   2. Chess Pieces
   3. Showing Possible move from clicking/Pressing a chess piece
      1. Move to empty square
      2. Move to ‘eat’ another chess piece
   4. Past Move made
   5. Check-ed square of the King

I just learned JFrame and is still trying to figure out some stuff. The main issue is how to create the checkerboard pattern once without repeating it again everytime I create another object. Maybe I should just import a background image? Let’s see…

Day 2: Mon January 27, 2020.

I just added the Tile.java class to represent the tile. I still need to establish a solid design before moving forward. Not too sure how the AI is gonna turn out…

I might use Character representation instead for the algorithm, then output a certain choice, which are later inputted into an “interpreter” function. We will see.

P.S. Still looking for an assistance partner.

Day 3: Thurs January 30, 2020

I made the board today. Still not sure what the Tile.java class is for. I guess I can now finish the basic Graphics within 5 hours (Mouse Events, Occupied tile conflict, images imported, and maybe even the ‘suggests available moves’ function as well.

P.S. Akhmad wanted to make an app for iOS. Not sure how this is gonna turn out when he’s so busy. Well I gotta finish this project first.

END