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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.

END