crab-chess

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1 Introduction

crab-chess is a chess engine written in the *Rust programming language.*

1.1 Motivation

As I am in my final year of high school, I have to present at the end of the school year a programming project of my choice, with the purpose of proving that I grasp the minimum amount of computer science related knowledge. Of course, schools in Romania do not require students that can engineer a chess engine from scratch, but I cannot find a good reason why I should not do it just for *fun and profit.*

1.2 Target

What I am referring to as a *"chess engine"* might seem pretty simple at first glance. However, there are so many ways of implementing such a computer program, some ways far more clever than others, that I simply shouldn't start going in-depth on implementation details without defining first what I am aiming when developing this madness.

- square centric *12x10* board representation

- implementing a *Negamax* framework, with *Iterative Deepening*

- usage of the *UCI* stateless protocol

- *SPRT* testing

2 Code structure