

# 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 more clever than others, that I simply shouldn't get in-depth on implementation details without defining first what I am aiming to develop within this madness.