ChessEngine.AI.Doofus

1.0.0

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Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

ChessEngine 7
ChessEngine.AI 7
ChessEngine.AI.Doofus 7

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ChessAI
ChessEngine.AI.Doofus.DoofusChessAI 9
ChessEngine.AI.Doofus.DoofusChessAI.ValidMoveEntry 11

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ChessEngine.AI.Doofus.DoofusChessAI
Doofus chess AI 9
ChessEngine.AI.Doofus.DoofusChessAI.ValidMoveEntry 11

Chapter 4

Namespace Documentation

4.1 ChessEngine Namespace Reference

4.2 ChessEngine.AI Namespace Reference

4.3 ChessEngine.AI.Doofus Namespace Reference

Classes

- class DoofusChessAI

  Doofus chess AI.

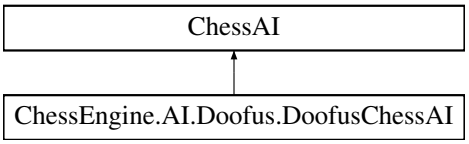
Chapter 5

Class Documentation

5.1 ChessEngine.AI.Doofus.DoofusChessAI Class Reference

Doofus chess AI.

Inheritance diagram for ChessEngine.AI.Doofus.DoofusChessAI:



Classes

- class ValidMoveEntry

Public Member Functions

- DoofusChessAI (ChessColor pTeam)

  The constructor for DoofusChessAI.
- override void **OnUpdate** ()

  Invoked after every 'Update' call. Useful for executing any logic every frame. Recommended AI best move determination logic is here, you can use 'IsBestMovePending' to check if there is a best move to limit planning time only to during best move requests.
- override void **OnBestMoveRequestUpdate** ()

  Invoked after every 'OnUpdate' in any frame where 'IsBestMovePending == true' and 'IsBestMoveDelayed == false'. Logic to determine best moves should not be executed in this loop as a submission delay causes it to not be executed. It is best practice to submit ready best moves in this callback unless they were demanded, this will prevent any non-demanded submissions while there is a best move submission delay set.
- override void OnBestMoveRequested (int pMaxDepth, float pMaxTime)

  Invoked when a best move is requested.
- override void **OnBestMoveDemanded** ()

  Invoked after the AI demands a best move be submitted immediately.
- override void OnBestMoveSubmitted (TileIndex pFrom, TileIndex pTo)

  Invoked after the AI submits a best move.

Protected Member Functions

- void **SubmitBestMove** ()

  Determines and submits a 'best move' instantly.

5.1.1 Detailed Description

Doofus chess AI.

Doofus is not very bright, he will always make a tit-for-tat trade, he will never pass up an opportunity to take a piece, and he rarely makes the best possible move. Doofus does not hesitate and always moves quickly.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 DoofusChessAI()

```
ChessEngine.AI.Doofus.DoofusChessAI.DoofusChessAI (
            ChessColor pTeam )
```

The constructor for DoofusChessAI.

Parameters

pTeam	The team the AI is playing as.

5.1.3 Member Function Documentation

5.1.3.1 OnBestMoveRequested()

```
override void ChessEngine.AI.Doofus.DoofusChessAI.OnBestMoveRequested (
            int pMaxDepth,
            float pMaxTime )
```

Invoked when a best move is requested.

Parameters

pMaxDepth	
pMaxTime	

5.1.3.2 OnBestMoveSubmitted()

```
override void ChessEngine.AI.Doofus.DoofusChessAI.OnBestMoveSubmitted (
            TileIndex pFrom,
            TileIndex pTo )
```

Invoked after the AI submits a best move.

Parameters

pFrom	
pTo	

The documentation for this class was generated from the following file:

- DoofusChessAI.cs

5.2 ChessEngine.AI.Doofus.DoofusChessAI.ValidMoveEntry Class Reference

Public Attributes

- ChessPiece **piece**

  The ChessPiece that can be moved.
- ChessTableTile **moveTo**

  The ChessTableTile the piece would be moving to.

The documentation for this class was generated from the following file:

- DoofusChessAI.cs

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