**READ ME**

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We have a BoardS(), BoardL,() Checker(), Node(), StateSpaceSearch() class overall.

Checker() class is the main method where it gets the input from the user to find out which type of checker game they will be playing (4\*4 or 8\*8 game) and to decide which color the human player will be playing. It is also printing out the board as the player makes specific move.

BoardS() class is the class method for the 4\*4 checker game. It includes several methods:

printBoardS() method: printing the 4\*4 checker board

getUserInput() method: getting the input of the user and making a move accordingly by checking if the move is valid

scanInput() method: actually reading the input from the keyboard and returning the move, which is the string array

movetolocation() method: makes the actual move on the board by replacing the old value with the new value and also it eats the opposite player’s checker when it makes a “jump” move

checkvalid() method: checks if the move the user is making is valid or not. It checks the location and length whether these moves are valid. It is a Boolean method, so the getUserInput() method works when the checkvalid() method returns true.

Minimax() method: it goes through the search tree

BoardL() class is the class method for the 8\*8 checker game. It includes the same method in the BoardS() class above.

Node() method and StateSpaceSearch() method are written for the search tree.