Title: Attempting to Create a Chess Playing AI

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Abstract:

The goal of this project was to first implement the board game of chess in lisp. The second goal and main focus of the project was to create two different chess players. The first would play by making random moves that were allowed based on the state of the current board. The second plays by making moves, by scoring all of the possible moves that can be played based off of Alan Turing's Turochamp.

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