Annotated Bibliography

1. “Board Representations in Computer Chess” - Likeawizard - 2022
   https://lichess.org/@/likeawizard/blog/review-of-different-board-representations-in-computer-chess/S9eQCAWa

This blog posts discuss some of the different ways that a chess board can be modeled.It talked about the one dimensional array board representation, the two dimensional array representation and the bitboard way to represent a board

2. “How to Play Chess: 7 Rules to Get you Started” -CHESScom- (2022)
   https://www.chess.com/learn-how-to-play-chess

This article was very helpful in understanding how each of the pieces on the board move and how special rules that apply to certina pieces. This also helps with understanding the set up and the structure of the game.

3. “History of Chess” - Andrew E. Soltis - (2021)
   https://www.britannica.com/topic/chess/History

This article talks about the history of chess and how the game came to be what it is today. This could be helpful when written about the reasoning for my project.

4. “Finding All Legal Chess Moves” - Christian Behle - (2021)
   https://levelup.gitconnected.com/finding-all-legal-chess-moves-2cb872d05bc6

This article talks about the ways of finding the basic move and captures for each of the pieces on the chess board. This was helpful when trying to program each of the moves for all of the pieces.

5. “The Original CHess Engine: Alan Turing’s Turochamp - the_real_greco- (2021)
   https://www.chess.com/blog/the_real_greco/the-original-chess-engine-alan-turings-turochamp

6. “Turochamp” -ChessProgrammingWiki-
   https://www.chessprogramming.org/Turochamp#Evaluation_Features