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* Background: I developed this program because I was interested in those Chess bots I see online. I saw how hard it was to beat the AI for Chess bots and figured that I would want to give it a try. However, Chess is a very deep game so I didn’t think I would be able to finish it in time for the semester so I went to the next best thing, Checkers. I thought that if I wrote an AI to evaluate board states in Checkers that I would have the fundamentals to write a Chess AI in the future.
* Specifications: Fundamentally, this program evaluates board states using a temporary board state with temporary movements. The steps the program goes through are as follows:

Player 1 (human) goes -> Player 2 (AI) makes a copy of the current board state with a temporary board state -> Player 2 makes a move in the temporary board state -> a function is run to evaluate Player 1’s possible moves after the temporary move and assigns the values to a “Point” object.

The process of temporary moves and evaluation of said move are repeated until all of Player 2’s possible moves have been evaluated and scored. The array of “Point” objects is then evaluated and the move with the best score is then used to make the real move for Player 2. After this, it becomes Player 1’s turn and the cycle continues.

* Analysis: I think the whole project turned out well. There were many struggles involving legal piece movement, but I was able to fix them by the due date. If I were to change something, however, I would probably write this in Lisp. It would have been better to gain some experience by writing in a language that I am not comfortable in.
* Enhancements: If I were to continue working on this project, I would try to improve its decision making. I am not very good at checkers myself, so I don’t know the best strategy when it comes to checkers. For example, I set moving to an edge spot as +1 where moving to an empty spot is +0. In my mind, moving to a corner is always better than moving to an empty, non-corner, space, but that may not always be the case in high-level play.