

**Team:** Parth Mishra

**Title:** PlayGo!

**Description:** An implementation of the ancient game of “Go”. This project is inspired by Mark Zuckerberg’s team at Facebook creating an AI that defeated the top level players. For this implementation, it will just allow to human players to play against each other. Time permitting, an elementary AI that can make legal moves would be a reach goal.

Platform/Environment: Python, HTML5/CSS for a simple web app interface

Programming Languages:

Language	Parth Mishra
Python	Intermediate
CSS	Beginner
HTML	Intermediate

**Functionality:**

Players can start a game on a 9x9, 11x11, or a full 19x19 board

Players can pass if they don’t want to make a move

Players can resign at any point

Players can place a piece at any legal location

Game automatically removes pieces if they are captured

Game keeps track of player’s scores

**[Optional] Stretch Functionality:**

Player can play against the computer

Computer can make legal moves (not necessarily the best ones...)