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:

Programming Languages:

Language	Parth Mishra	David Brunelle
Python	Intermediate	Intermediate
CSS	Beginner	Beginner
HTML	Intermediate	Beginner

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...)