# CNS 4470

# Game-Playing (Chess) Lab

# Part I

### Overall Goal

### Obtain an understanding of game-playing search algorithms such as mini-max and alpha-beta pruning

### Due: Oct 10 in Class

### Requirements

* Create a Greedy Chess Player
  + Implement a legal move generator.
  + Implement a heuristic evaluation function.

### Grading

* You will be graded on winning of a game of chess against a random opponent.
  + You will be given two chances.
  + Grading: you will be awarded one of the following:
    - 65 points for a checkmate
    - 50 points for a stalemate
  + Code Review
    - 10 pts for heuristic evaluation function
    - 10 points for a legal move generator