**----- Program 1 -----**

Write a program to play the game: "Chase the Lion" - the elementary subset of Japanese chess that we discussed in class. The first step is to design a GUI for the game. At this stage of development your program should run in *Man-Man* mode - i.e., a GUI and an event handler for legal moves should be present.

Next, develop a *strategy* to play this game well. Incorporate your strategy into a *static evaluation* *function*. Use the **minimax algorithm** in conjunction with your evaluation function to govern intelligent game play. Your program should now run in *Man-Machine* mode i.e., first a person makes a move, then your program responds. You decide the number of levels for your game tree. Keep statistics on how well your program performs. You should include a two or three page report that describes the strategy for your program's play.

This program and all others are **due on Monday December 28**. We will set up appointment times on the night of the Final Exam. We will meet in my office and you will have an opportunity to describe your work. If you wish, you may work with one other person, however, each of you must understand the program entirely.