This is in word format, for quick grammar fix and check, and prepare put into latex.

**Abstract** – This project is about chess game between AI and human player. We use Alpha-beta purning tree to implement chess AI and let user decide the depth of search. The goal is creating a smart computer opponent to against human player. –NOT FINISH

**Introduction:**

Using Alpha-beta purning minimax tree to implement chess game, and let computer have a better movement to beat the player. The document is written in Latex style and transfor into pdf. The source code of programming, pdf report and instruction will be submitted in the electric copy. This report will also introduce how to use it and general description for the chess system and usage. ---need rewrite

**OBJECTION PROBLEM DEF:**

Chess against human? And why? Give a reference for deep blue and search time by ABP

**General background information:**

Control: how to move chess

Setting: utf-8 to display

Method:

Design flow jpg

Output: file

Flow map:

Introduce OOP flow map and give correct definition of it.

**Experiment and testing**

Is this a good chess program?

Why and how?

Give the advantage and disadvantage for fitness function compare with search

Discussion:

How should we “evaluate” the program

What is the better AI algorthim compare with this one? Could we judge the benefit through take down?

Conclusion:

Improvement?

For example: using PSO the evolaute the fitness and randomlize it.

Maybe other style like ANN.

Or better/stronger/faster calculate speed for the tree search style.