Project Proposal

In my project I plan to implement a game of Risk. Wikipedia article on Risk defines Risk as: “Risk is a strategic board game, produced by Parker Brothers. Risk is a turn-based game for two to six players. The standard version is played on a board depicting a political map of the Earth, divided into forty-two territories, which are grouped into six continents. The primary object of the game is ‘world domination,’ or ‘to occupy every territory on the board and in so doing, eliminate all other players.’ Players control armies with which they attempt to capture territories from other players, with results determined by dice rolls.” My project consist of three parts:

* Risk: The actual game itself implemented in python using the inbuilt Tkinter GUI. Other modules used at this stage: PIL(Python Imaging Library) to import an image and represent it on the board.
* Risk with Artificial Intelligence. Inspired by 2-player AI lecture given by Professor Kosbie on Saturday November 2nd, by “An Intelligent Artificial Player for the Game of Risk” by Michael Wolf and by Introduction to Algorithms by Cormen. (Ambition is to implement a ‘learning player’ based on temporal difference learning inspired by “An Intelligent Artificial Player for the Game of Risk” by Michael Wolf.)
* Multiplayer Risk(if other parts of the project have been successfully completed) implemented using most probably SocketServer .