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Networked Checkers Preliminary Specification

This program is designed to let you play networked checkers using p2p in java. The checkers game itself will be quite straightforward. The Game class, representing the game and the checkerboard, will run checks on the validity of moves and provide support for the actual checkers game. There will be a GUI, based on GridWorld, that will allow a simpler interface for the checkers game itself and display the board. Finally, the networked aspect of the game is based on the Socket class, which will run asynchronously on its own thread to relay messages back and forth to a specified port at the target IP address and thus allow one to play checkers across a network. There will also be an AI built into the game to allow a single player experience, which will be based on a Min-Max algorithm that will generate a decision tree of possible moves to choose the optimal move and make a more difficult opponent.