TJ Ngo

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Project 1

Results:

Summary and Conclusion:

In our eval3, we used AB pruning that changes the weights of the pieces as the game progresses. From this we found that using our eval resulted in less draws and stalemates compared to using a random move algorithm or calculating the best result one move ahead. We also ran our playGame() in a for loop to loop for as many times as desired. For our data, we used 100 games. In our data we noticed that the depth of the AI’s algorithm also affected who won the game. In conclusion, the ai that calculates more moves in a single turn generally has a higher chance of winning.

We are outputting the result of the game over and then also outputting what the Algorithm, skill level of white and skill level of black is. Then we took our results of game overs and graphed it in a pie chart. We noticed that draw is the most likely result which makes sense if 2 cpus play against each other since they would look to not lose better than a human would.