Chess Playing AI

Treker Battig and Aron Hommas

Problem Description

A chess engine will be implemented with a heuristic board evaluation function and the minimax algorithm with alpha-beta pruning. A chess GUI will also be implemented. The engine and the GUI will communicate with one another using the UCI (Universal Chess Interface) protocol.

Language of Choice

C# and Visual Studio 2017 community will be used for the development of this project.