

# Draught

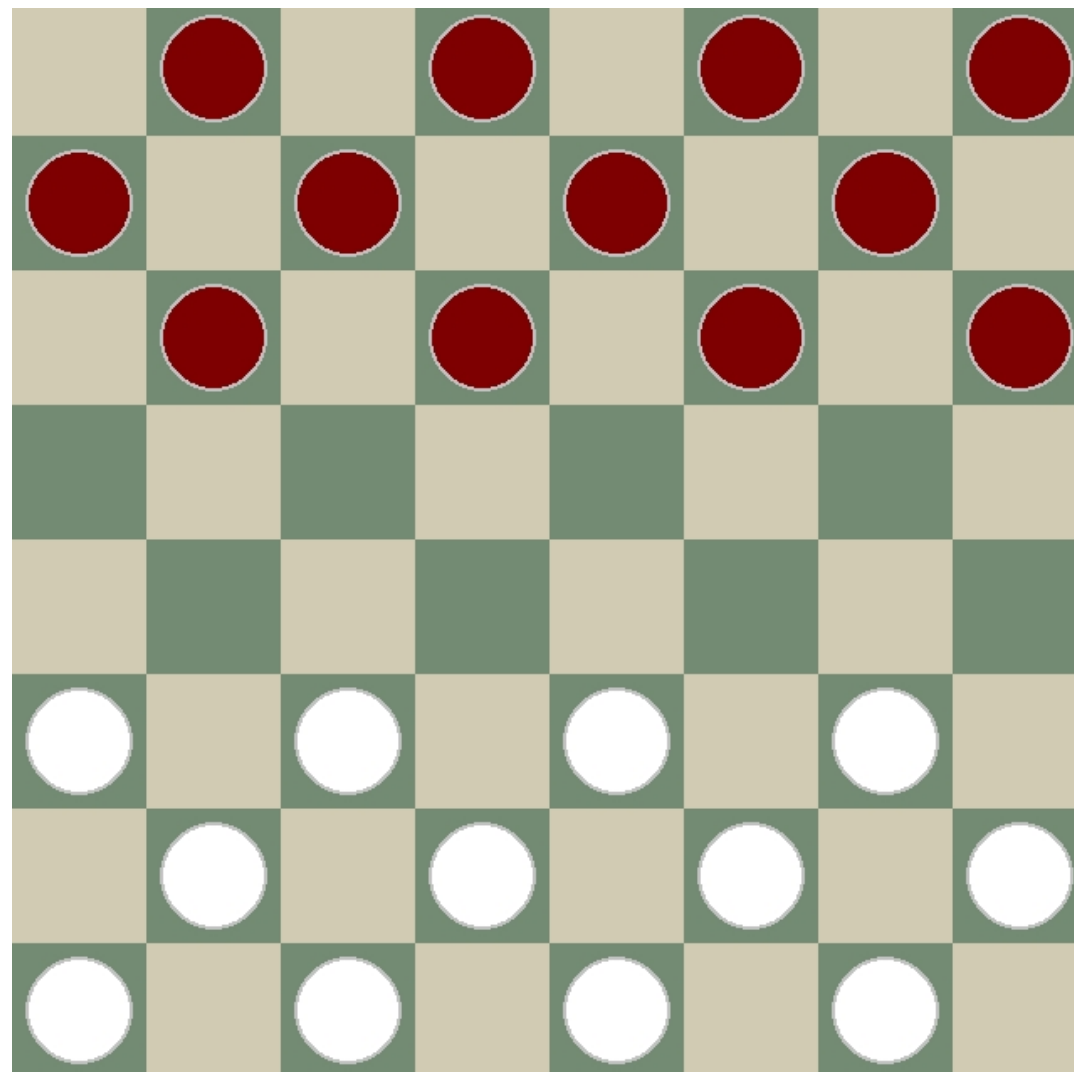


CS181 Final Project

周守琛 叶柯成 张郅睿 王鹏豪

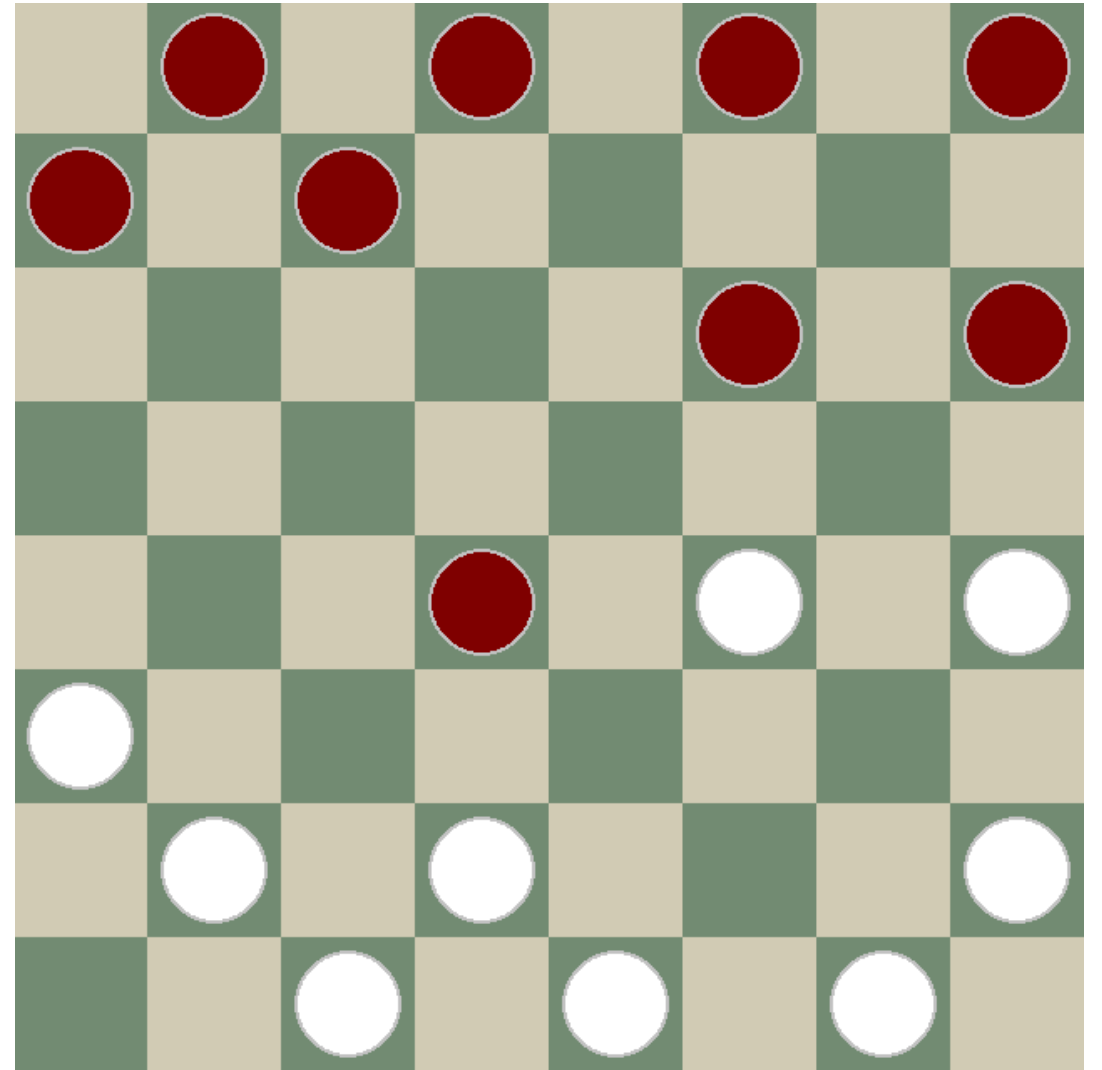
# Settings

- 8\*8 grids
- 24 pieces (12 per side)



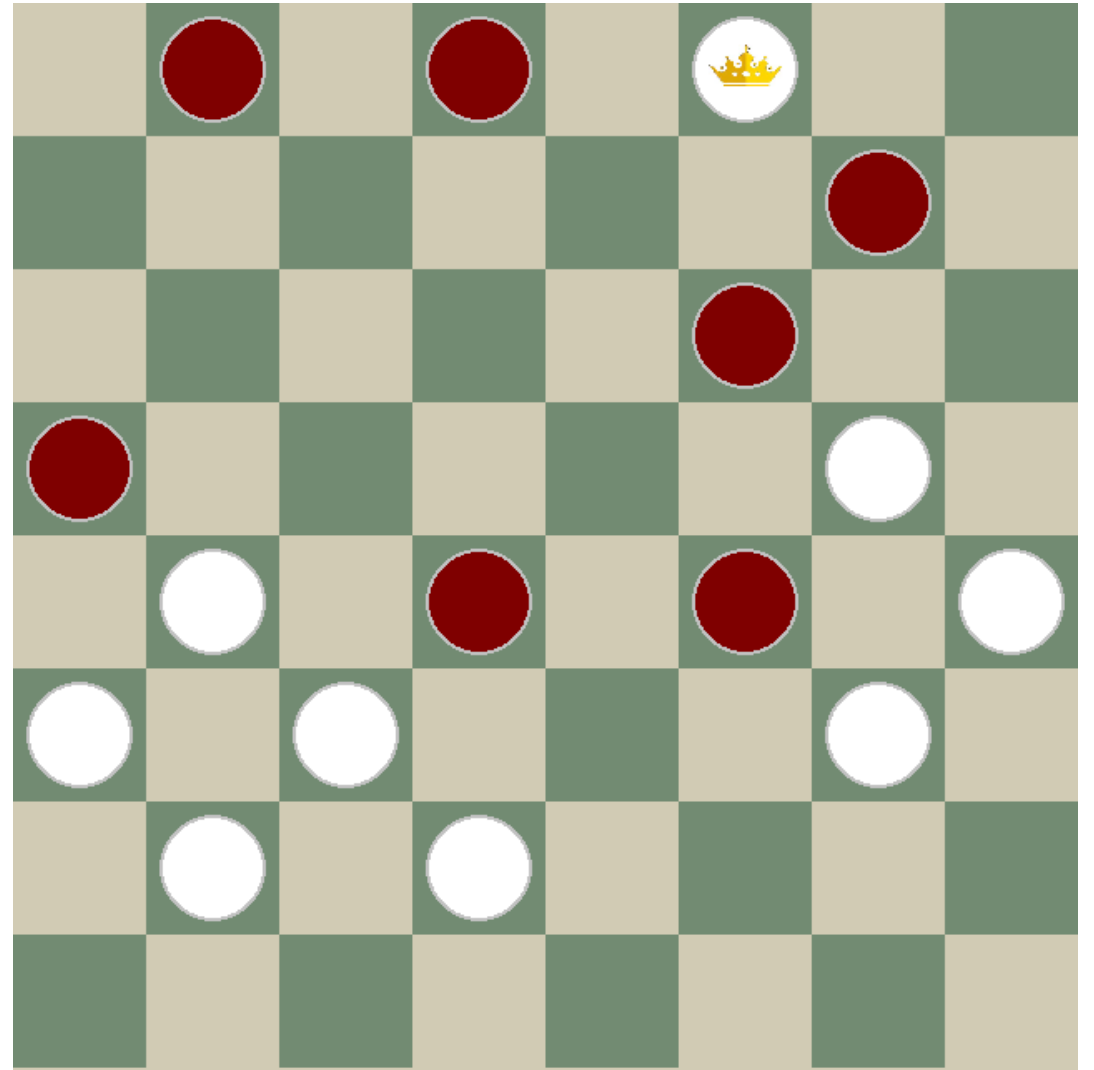
# Game Rules

- move forward diagonally,  
no retreat
- jumping to eat
- eat the most
- reaching the bottom line and  
becoming king



# Game Rules

- after becoming the king, there is no distance limitation
- King can go forward and backward



# Implement methods

- Search
- Adversarial search (minimax, alpha-beta pruning)
- Reinforcement learning
- MCTS

**Thank you**