

Assignment Paper **Proj. Checkspeare**

Robert Hedlerfog
Lund University
Applied AI | FALL 2000

Applied AI, checkersprogram report



Introduction

In the applied Artificial intelligence course, 2000, Lund University, the graduate students were assigned to plan and implement a selfplaying checkersprogram and enter a tournament to play the different groups programs. It was a very stimulating assignment and this is the project report and the result of our program in that tournament.

Checkspeare version 1.4

A computer checkers program from scratch.

Made by: Robert Hedlerfog, Fredrik Fax and Henrik.

Programming language: C++

Graphics: Mats Blixt. (a friend of mine)

Course Examiner: Jan-Erik Nilsson

Grade: 4/5

Project organisation

Fields of responsibility

Robert Hedlerfog: Heuristic functions, Checkers theory, betatesting, project coordination/planning.

Fredrik Fax: Main engine programming, debugging.

Henrik: Timealgorithms, interface programming, betatesting.

Project time: 2 weeks

Results

Tournament results:

Game 1: win

Game 2: win

Game 3: win

Game 4: loss

Game 5: loss

Game 6: win

Place: shared 5th

Number of contestants: ca 30, with ca 15-20 programs.

Comments about results

Fairly good results, our program got into time troubles due to a nonoptimized timefunction but played well against programs without an optimized timefunction. Potential: When the timefunction is fixed the program has a potential to do very well.

Ambition: To win the competition the next time..
