MANNAR THIRUMALAI NAICKER COLLEGE (Autonomous)

A Linguistic Minority Co-Educational Institution

Affiliated to Madurai Kamaraj University, Re-Accredited with 'A' Grade by NAAC

Pasumalai, Madurai-625004.

DEPARTMENT OF INFORMATION TECHNOLOGY

Course Name : Artificial Intelligence   Semester : VI
Course Code : 18UITE63   Class   : III B.Sc(IT)

ACTIVITY   #2 : Idea on Problem Space and Search

Date   : 16.03.2022

Topic   : CHESS Game - Unit I (Chapter 2)

Introduction   : Chess is a board game played between two players The current form of the game emerged in Southern Europe during the second half of the 15th century after evolving from chaturanga, a similar but much older game of Indian origin. Today, chess is one of the world's most popular games, played by millions of people worldwide.

Chess is an abstract strategy game and involves no hidden information. It is played on a square chessboard with 64 squares arranged in an eight-by-eight grid.

Objective of the game is to checkmate the opponent's king, whereby the king is under immediate attack (in "check") and there is no way for it to escape. There are also several ways a game can end in a draw.

Participants   : All Students

Players   : 2

Requirement   : 1. Board with 64 Cells   - *Defined Data structure*
                                 2. 16 Coins each Player (one king, one queen, two rooks, two bishops,
                                                                        two knights, and eight pawns.)

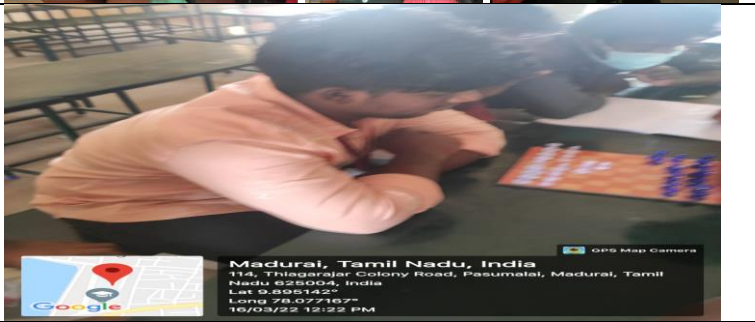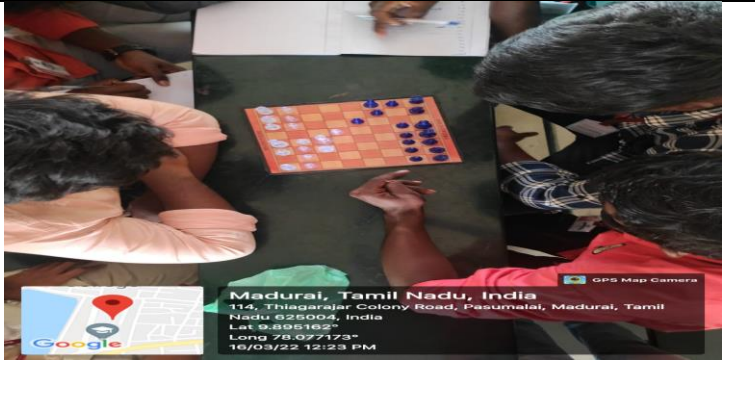Procedure   : 1. Two players will play the game
                                 2. Each player will get his option of placing the coins

 Winning Possibility : Coins of player1/ player2 being Placed,
                                       1.   Checkmate to King

2. Draw

Outcome :
1. Students understood the concept of gaming.
2. Data structures made understand.
3. Able to find the possible winning moves
4. Able to prepare a *knowledge base*
5. Understanding of problem and spaces.

Snapshots of the Activity

Students Engaged in Board Activity	
2 players in each Desk Playing and checking possible solutions	
Completed Work	
The Boards with Solutions	