Free Easy GOing Project

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1 Abstract

This one is for a creative student with an inquisitive mind. The student should be able to present a proposal to the development of an "intelligent" Go player. Approaches inspired by nature are most welcome.

> "... It has been claimed that Go is the most complex game in the world due to its vast number of variations in individual games. Its large board and lack of restrictions allow great scope in strategy and expression of player's individuality. [...] Plays made early in the game can shape the nature of conflict a hundred moves later. The game complexity of Go is such that describing even elementary strategy fills many introductory books. In fact, numerical estimates show that the number of possible games of Go far exceeds the number of atoms in the known universe."
>
> `http://en.wikipedia.org/wiki/Go_(game)`

2 Objectives and Tasks

T1 Study the problem

T2 Select/develop a graphical interface

T3 Implement the intelligent agent

T4 Deploy the game for the target platform

T5 Write up a final report

3 Timetable

T1 3 weeks

T2 2 weeks

T3 5 weeks

T4 3 weeks

T5 2 weeks

4   Expected Results

- 1 Software Prototype

- 1 Final Report