

A STUDY AND IMPLEMENTATION OF A PERSONAL DIGITAL ASSISTANT (PDA) BASED CHECKERS BOARD GAME COUPLED WITH ARTIFICIAL INTELLIGENCE AND REMOTE PLAYING CAPABILITY

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ABSTRACT

This project involves an in depth study on the different aspects of checkers board game, that will lead to its implementation in a personal digital assistant (PDA) device. Checkers is a game played by two players with each player taking turns while playing the game, i.e. it is a turn-based game. The game is played on an 8x8-checkered board that consists of colored pieces on each side of the board. The purpose or objective of the game is to capture an opponent's game piece(s) and attain the position of a king. But in order to do so, adherence to the game rules is necessary. The game will be developed in such a way that it mimics the overall game play of the traditional checkers board game with an additional capability in terms of artificial intelligence, that will add to the game interactivity. Also, the game further involves the implementation of remote playing capability that allows two PDA device users to play the game conveniently on two different PDA devices.