

DEVELOP AN AI CHINESE CHESS GAME FOR MOBILE PHONE DEVICE BY USING JAVA 2 MICRO EDITION

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ABSTRACT

The aims of this project are to develop a Chinese Chess Games in Java Platform for mobile phone usage. The end user of this game will be the chess lover. In this project, they will be able to use chess manual to learn tactics or trap for the novice. The superior will be allowed to choose the Challenge Mode which enable player to compete with different level of AI player. The application is an intellectual and board game which is good for intelligence that raises people. It was produced to solve the problem of traditional plying which need to be had fun face to face and had time constraints, and Chess lover will recreated and promotes their skills from this game.