

IMPLEMENTATION OF “BETHELLO” GAME WITH ARTIFICIAL INTELLIGENCE CONCEPTS

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ABSTRACT

This final documentation is document the project “Implementation of “Bethello” Game with Artificial Intelligence Concepts”. This documentation contains of all the findings on the author research areas and the literature review. All the findings and reports are well documented in this documentation.

This project is to develop an Artificial Intelligence (AI) game application. The author has to do research on the Artificial Intelligence (AI), and then implement to the proposed system which is also known as “Bethello” game. This proposed system is a single player game. This means that player has to play the game with Artificial Intelligence (AI). In the other hand, the Artificial Intelligence (AI) will be controlling the opponents. The computer will create its own strategy to win the players. The author will use a suitable programming language to build up the game

The system requirement also include in this documentation by the author. Other than that, the screen shot of the application and the testing reports also can be obtained from this documentation.

More than that, all the problems that encountered also have been documented into this documentation by the author. Furthermore, this document provides the activities of the project in a well-defined manner. The author brings the reader through a step-by-step process of the development stages of this project, from investigation and research analysis up to the implementation stage of the project.