

DEVELOPING A 'RENU (FIR)' CHESS GAME USING OPEN GRAPHIC LANGUAGE (OPENGL) AND ARTIFICIAL INTELLIGENCE (AI) TECHNOLOGY

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ABSTRACT

Open Graphic Language (OpenGL) is a 3D graphics language developed by Silicon Graphics, which has become an effectively standard endorsed by many vendors. OpenGL can be implemented as an extension to an operating system or a Window system. Most high-end 3D accelerators support OpenGL. The purpose of doing this project is to do an extensive research on OpenGL and AI technology. After enough information is gathered, a "Renju (FRI)" Chess game will later develop. The implementation of OpenGL will be a multimedia application, which means that there is going to be motion, texture and sound. The studies on specific fields in OpenGL will be done such as 3D objects, layout, lighting, motion and also texturing. The implementation of "Renju (FIR)" chess has a little bit different rules and regulations with normal game such as there will be some reward points for the player upon playing.