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Project Report

Java Chinese Chess with Artificial Intelligence (AI)

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Abstract

The purpose of this academic project is to develop a Java Chinese Chess since there are not many Chinese chess can be found in the market. Researches and analysis on the existing Chinese chess application has been done for the purpose of knowing the problems that facing by the currently existing applications. The design of the product is carried out after the researches and the information gathered from the users. In the design phase, the architectural diagrams have been drawn and the interface of the application has been discussed in detail. Next, the implementation phase of the application where the implementation issues that occur during this phase are discussed with a solution to overcome it. Followed by the testing phase, a set of testing strategies are used to test the final product to ensure that the product is working properly and fulfilling the requirements. After that, the evaluation phase where all the evaluation about the product and the entire project is stated at. The future recommendation also will be included in the evaluation chapter. The last chapter is the project conclusion. This chapter will carry out the summary of the project.