

Draughts is a board game that is played all around the world in various forms. The aim of this thesis is to describe and implement an artificial intelligence algorithm that will be able to play draughts. We will explain the working of Minimax algorithm, how to enhance it using Alpha-Beta pruning, and its limited-depth version, which uses heuristic evaluations. We will present two hand-crafted heuristic evaluations, how such heuristic evaluation can be replaced with a neural network, and how to develop these networks using evolutionary algorithms. Finally, we will perform experiments in which we will test the created heuristics and networks. At the end of the thesis, we present a tournament that decides which of the developed algorithms is the best.