

The aim of this work is to provide an overview of approaches in computer chess. It designs and implements a chess engine for multiplayer network chess program ChessNet. Within the engine implements several search algorithms like Negamax, Alpha-beta, Negascout and points to their weaknesses. Adds a possibility to the ChessNet environment to compare chess engines. Compares implemented algorithms in terms of time complexity.

Shows several factors which we have to take into consideration during the design of evaluation function of game states. Implements some such functions and compares them in terms of success against each other.