HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

Mechanics of Backgammon
Develop a Computer Backgammon Player

DIPLOMA PROJECT
(PROJECT REPORT)

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Mechanics of Backgammon
Develop a Computer Backgammon Player

Backgammon is a traditional game of luck and skill. The requirements of the project is to analyze backgammon playing and develop computer techniques which will be able to play the game against the human, or even against another computer player.

This can be done by evaluating every single move depending on the current board situation, and then choose the best move. Another way is to collect several backgammon fames, find rules and common patterns in them and then use AI techniques (such as Neural Networks) in order to learn from these. A combination of these methods is another option. The objective of this project is to develop an algorithm using Neural Networks, or a heuristic evaluation method.

This project is a chance to finally defeat my father in Backgammon.

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