EECS22L DISCUSSION

Week5   Weiwei Chen

Outline

- Group Review on Chess Beta
- Grading Criteria for the Final Version
- Chess Tournament Rules and the Schedule

Grading the Chess Game

- Beta version
  - Group review in the lab
  - Complete basic functions?
- Final version
  - Deliverables
    - Chess_Source.tar.gz
    - Chess.tar.gz
  - Grading Criteria
    - Functionalities
    - Deliverables
    - Test cases

EECS22L Chess Game Tournament

- When: 1:00~4:50 pm, Feb 12 (Tue)
- Where: EH1141
- Rules:
  - Every team plays their computer twice against all the others
    - 7 rounds, white vs. black and black vs. white
    - In every round, 6 games are played in parallel
    - Each team provides 2 program users and 1 observer
      - computer vs. player + player vs. computer
      - Program users will feed the program with their opponents' moves
      - The observer will keep an eye on the time
  - 10 minute maximum "thinking" time per player
    - Each game lasts max. 20 minutes
    - If a team uses more than 10 minutes, it will lose the game
  - Games may end in "white wins", "black wins", or "tie"
  - Team with most wins is the winner of the tournament
  - Secrete Prize!!!!

EECS22L Chess Game Tournament

□ Schedule

▪ https://eee.uci.edu/13w/18020/project1.html

Team in Exam	Time 02/12/13 PM	EECS22L Chess Game Tournament Schedule						
		Team 1	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8
Team 7	1:00	3	1	6	8	4	exam	5
Team 4	1:30	8	5	exam	3	7	6	1
Team 8	2:00	7	6	5	4	3	1	exam
Team 5	2:30	6	7	8	exam	1	3	4
Team 3	3:00	4	exam	1	7	8	5	6
Team 1	3:30	exam	4	3	6	5	8	7
Team 6	4:00	5	8	7	1	exam	4	3