

Team Number: Pinon-1

School Name: Pinon Elementary School

Area of Science: Computer Science

Project Title: CMasters

What is the Problem?

Is it possible for a computer to learn how to play an endgame with a King vs King Queen? For example, can the computer learn to play the game better/faster overtime learning from past games experienced.

What Results do we Hope to Get

We hope to see if the performance in checkmating improves from previous learned games; therefore, it will get better and better over time.

How We Plan to Work on It

We will be using Python to investigate this problem.

Team Members

- Shaun Kilde
- Daniel Kim

Project Mentor(s)

- Scott Kilde