

## Annotated Bibliography

1. "Board Representations in Computer Chess" - Likeawizard - 2022

<https://lichess.org/@/likeawizard/blog/review-of-different-board-representations-in-computer-chess/S9eQCAWa>

This blog posts discuss some of the different ways that a chess board can be modeled. It talked about the one dimensional array board representation, the two dimensional array representation and the bitboard way to represent a board

2. "How to Play Chess: 7 Rules to Get you Started" -CHESScom- (2022)

<https://www.chess.com/learn-how-to-play-chess>

This article was very helpful in understanding how each of the pieces on the board move and how special rules that apply to certina pieces. This also helps with understanding the set up and the structure of the game.

3. "History of Chess" - Andrew E. Soltis - (2021)

<https://www.britannica.com/topic/chess/History>

This article talks about the history of chess and how the game came to be what it is today. This could be helpful when written about the reasoning for my project.

4. "Finding All Legal Chess Moves" - Christian Behle - (2021)

<https://levelup.gitconnected.com/finding-all-legal-chess-moves-2cb872d05bc6>

This article talks about the ways of finding the basic move and captures for each of the pieces on the chess board. This was helpful when trying to program each of the moves for all of the pieces.

5. "The Original CHess Engine: Alan Turing's Turochamp - the\_real\_greco- (2021)

[https://www.chess.com/blog/the\\_real\\_greco/the-original-chess-engine-alan-turings-turochamp](https://www.chess.com/blog/the_real_greco/the-original-chess-engine-alan-turings-turochamp)

This takes about the creating of the Turings Turchamp and was used to help understand not only how the scoring system works but help understand how to implement it.

6. “Turochamp” -ChessProgrammingWiki- 2020

[https://www.chessprogramming.org/Turochamp#Evaluation\\_Features](https://www.chessprogramming.org/Turochamp#Evaluation_Features)

I used this website to get the scoring values for each of the pieces used in the material player

7. “Piece-Square tables” - ChessProgrammingWiki-2019

[https://www.chessprogramming.org/Piece-Square\\_Tables](https://www.chessprogramming.org/Piece-Square_Tables)

This talked about the use of tables to give scores to each square on the board.