



PROJECT REPORT

Implementation Minimax Algorithm in Mini Chess Game

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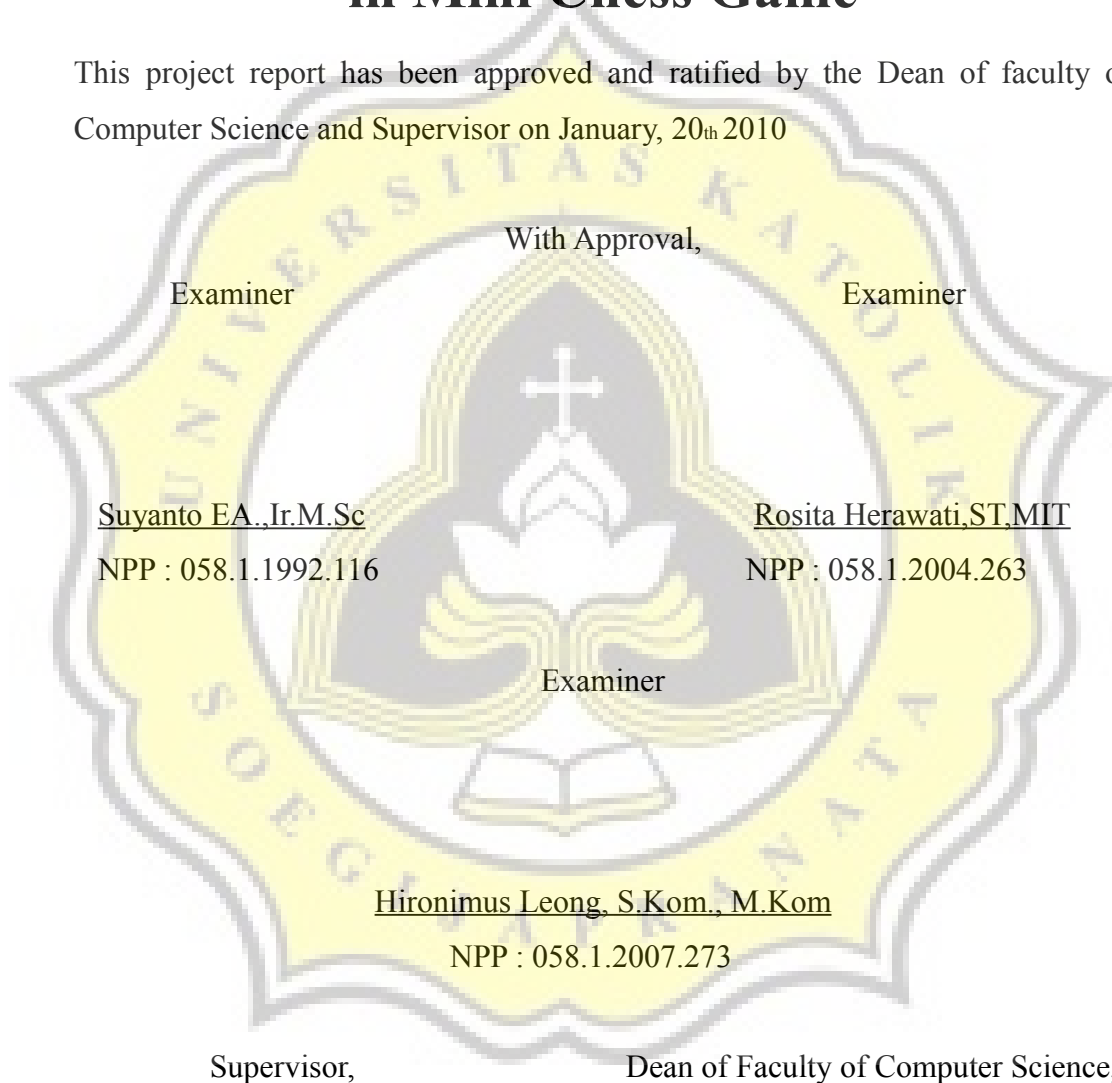
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APPROVAL AND RATIFICATION PAGE
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STATEMENT of ORIGINALITY

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Here by certify that this project was made by my self and not copy or plagiarizes from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I'm ready to accept a sanction.

Semarang, December 18th 2009

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FOREWORD

Benediction to the presence of the Mercy of God because it has been able to be completed my final project, with title : Implementation Minimax Algorithm in Mini Chess Game.

And in this opportunity, I would like to thanks :

- My Lord and my saviour, Jesus Christ that give me faith and courage to finish this project.
- My parents, Jimmy De Rosal and Yenny Setiawati and my big family for their support, love, and pray.
- Robertus Seiawan Aji N,ST., McomIT as my supervisor for helping, guiding and giving me ideas and advice in finishing this project.
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- All of my love friends in IKOM, Yessica, Marius, Marcell, Doni, Rhesa, Johan, ect, which help and support me to finish this project, and also for friends who have helped me in prayers.

Finally, I would like to apologize if the project is still many shortcomings. I look forward to suggestions and criticism.

Semarang, December 18th, 2009

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ABSTRACT

This game is a simple mini game of chess where there are only seven pieces for each color of a horse, a minister, and five pawns. Where the horse is also regarded as the king / hero in this game if the horse dies then the game ends. Horses and ministers are also to protect the pawn berugas because if all the pieces off the game also ends. To rule this game similar to chess in general only slightly different seliain rules of pawn and pawn end game can only walk 1 step when you first walk. Because of this game versus a game and a little sharpen the brain, then this game using the Minimax algorithm, a tree data structure.

Keyword: minichess game, minimax algrithm

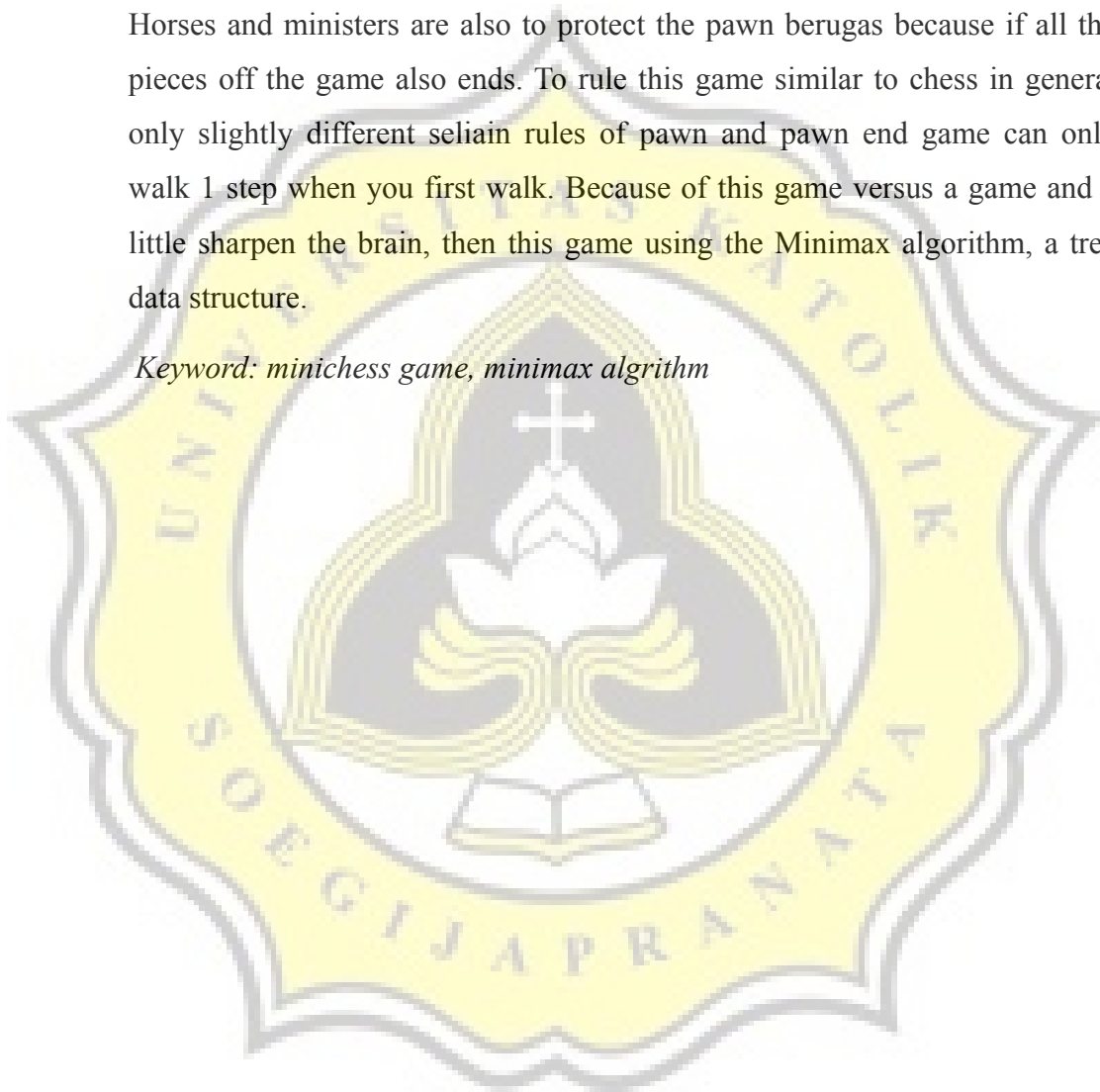


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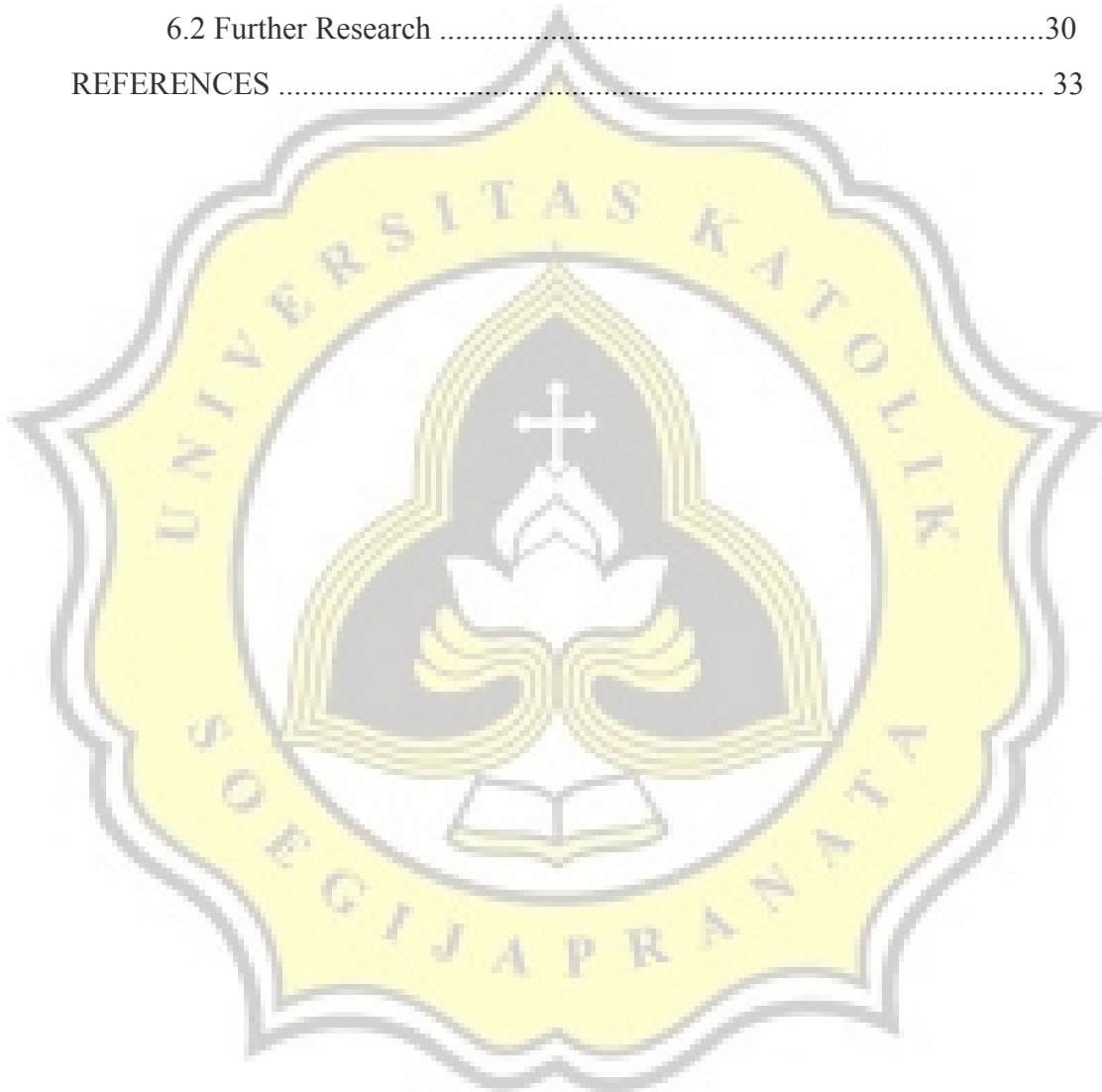


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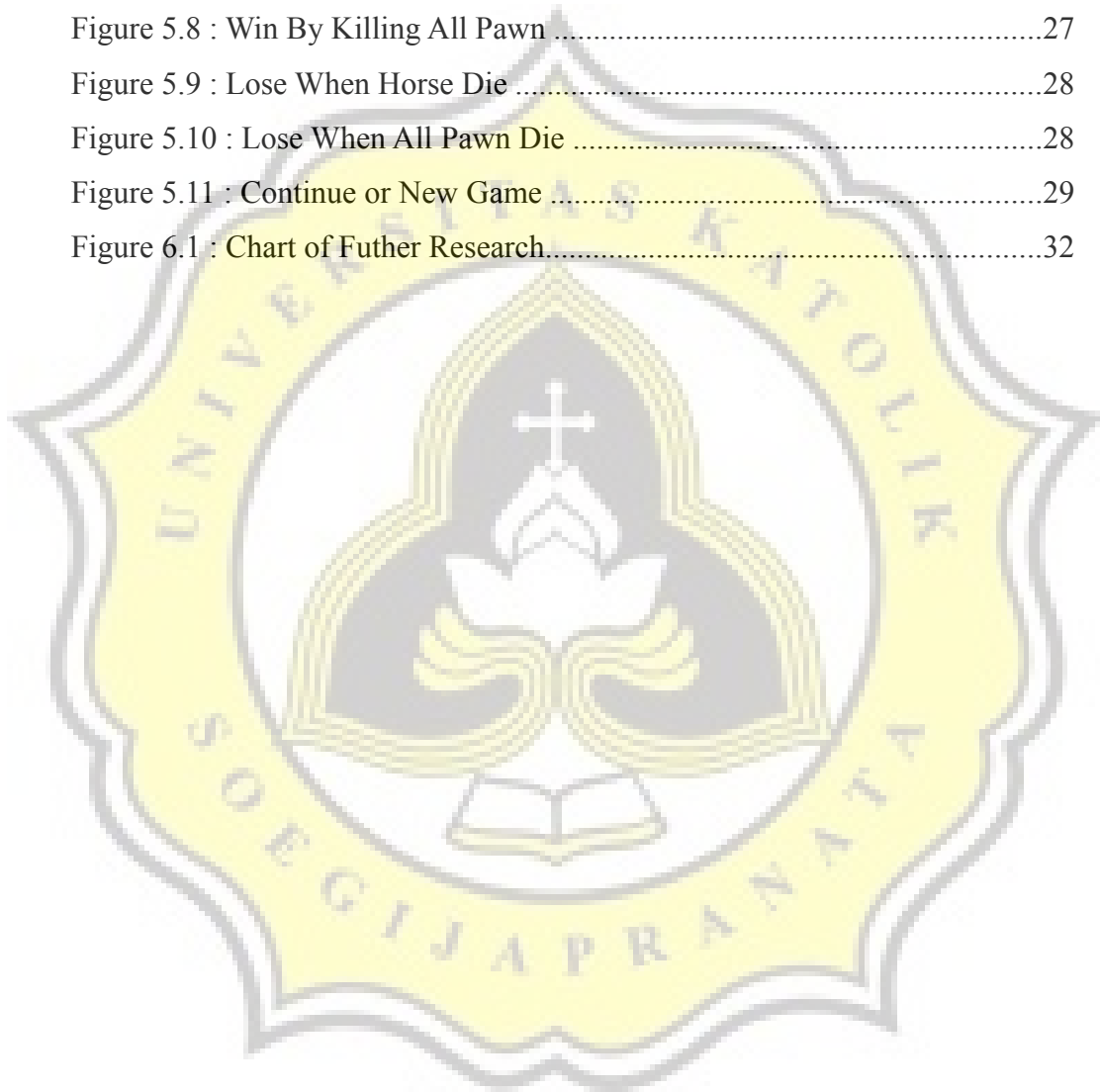


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Table 3.1 : Project Management6

