

Build a Chinese chess game for two players over LAN using the MiniMax algorithm.

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Abstract: In this study, we focus on building a Chinese chess game system for two players over a LAN. The context for choosing this topic is based on the development of communication technology and the demand for online entertainment among local partners. The main objective is to design and implement the MiniMax algorithm to automate the Chinese chess playing process, aiming to increase the game's appeal while helping users improve their strategic skills. The research method includes integrating the theory of the Minimax algorithm into a practical solution and conducting validation through real-world tests on a LAN. The expected result is to provide an effective online Chinese chess tool, while contributing to the research community on artificial intelligence in games.

Keywords: Chinese chess game, MiniMax algorithm, LAN network, graduation project