C SC 483
Chess and AI: *Computation and Cognition*

Lecture 6
October 1st
Task 2 Presentations

- Class Presentations today
  - Show your program
    - should be using bitboards
    - compute legal moves
    - disallow illegal moves
Programming Task 3

• What’s next?
• Homework
  – complete legal moves
    • en passant
    • pawn promotion
    • castling
  – use bitboard computation to
    • compute check
    • compute stalemate
Chess Part