61 LAZYSHEEPS

モンゴル
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1. Introduction

Our system will show the moves on its screen and do computation on previous moves then try to find the best move.
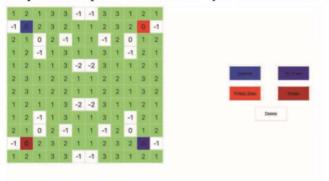

Figure 1. Software screenshot

The system is capable of doing following actions:

- Draw board on the screen

- Make changes on the board after opponent's move

- Compute its next move

- Make changes on the board after its move

Currently, the system is under development. We will improve our algorithm further.

2. Programming language

The system is written in Javascript. Because Javascript is the one of the modern, powerful languages and it is easy to make web interface for our system.