Chess : The Mind Game

Project Overview

Chess is a board game for two players. It is played in a square board, made of 64 smaller squares, with eight squares on each side. Each player starts with sixteen pieces: eight pawns, two knights, two bishops, two rooks, one queen and one king. The goal of the game is for each player to try and checkmate the king of the opponent. Checkmate is a threat ('check') to the opposing king which no move can stop. It ends the game.

Problem and Solution Statement

An orthodox problem in which the stipulation is that White to play must win or draw. Almost all studies are end game positions. Studies are composed chess problems, but because their stipulation is open-ended (the win or draw does not have to be achieved within any particular number of moves) they are usually thought of as distinct from problems and as a form of composition that is closer to the puzzles of interest to over-the-board players. Indeed, composed studies have often extended our knowledge of endgame theory. But again, there is no clear dividing line between the two kinds of positions.

Implementation Strategy

Chess strategy is the aspect of chess play concerned with evaluation of chess positions and setting of goals and long-term plans for future play. While evaluating a position strategically, a player must take into account such factors as the relative value of the pieces on the board, pawn structure, king safety, position of pieces, and control of key squares and groups of squares (e.g. diagonals, open files, and individual squares). Chess strategy is distinguished from chess tactics, which is the aspect of play concerned with the move-by-move setting up of threats and defences. Some authors distinguish static strategic imbalances (e.g. having more valuable pieces or better pawn structure), which tend to persist for many moves, from dynamic imbalances (such as one player having an advantage in piece development), which are temporary. This distinction affects the immediacy with which a sought-after plan should take effect. Until players reach the skill level of "master", chess tactics tend to ultimately decide the outcomes of games more often than strategy does. Many chess coaches thus emphasize the study of tactics as the most efficient way to improve one's results in serious chess play.

Contributors:

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Roll No. | Contact No. | Email |
| Patel Shreyas S. | 19IT111 | 7984926870 | 19it111@charusat.edu.in |
| Patel Vrund M. | 19IT116 | 9510980349 | 19it116@charusat.edu.in |

Guided By : Prof. Pritesh Prajapati

Approval/Comments by Guide: