

LAMBDACHESS

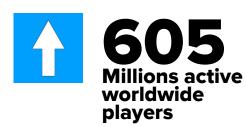
MASTER EVERY MOVE, ANYTIME, ANYWHERE

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PROJECT GOALS

- Player Engagement
- Learning Opportunities
- Accessibility
- Chess popularization







SIMILAR APPLICATION



Key Features:

- Game modes: Bullet, blitz, classical, and chess variants.
- Training: Free puzzles and tactics trainer.
- Tournaments: Community-driven events.
- Social: Forums, teams, and user follow features.
- Analysis: Free Stockfish analysis for all games.

Advantages:

- Completely free with no ads.
- Simple, open-source, and user-friendly.
- Full feature access for all users.

Disadvantages:

- Smaller community and fewer learning resources.
- Less polished and fewer advanced features compared to Chess.com.

SIMILAR APPLICATION



Key Features:

- Game modes: Online multiplayer, puzzles, and offline AI.
- Training: Interactive lessons, tactics, and tutorials.
- Tournaments: Regular blitz, bullet, and classical formats.
- Social: Friends, clubs, forums, and messaging.
- Analysis: Game analysis and detailed statistics (with subscription).

Advantages:

- Large user base and active community.
- Rich learning resources and content.
- Frequent updates and polished UI.

Disadvantages:

- Many features require paid subscription.
- Can be overwhelming for beginners.
- Ads in the free version.

PROJECT REQUIREMENTS

Core Gameplay Functionality

Game Modes

User Profiles and Stats

Al Opponent

Cross-Platform Support

- Implement standard chess rules: move validation, check/checkmate, castling, and draw conditions.
- Simple, intuitive UI for piece movements and board interaction.
- Support Player vs Player (local/online) and Player vs Al with difficulty settings.
- Include time control options like bullet, blitz, and rapid games.
- Enable user profiles with tracking of game history, wins, losses, and rating (ELO).
- Include past game reviews and performance stats.
- Add adjustable Al difficulty levels, from beginner to advanced.
- Al should employ varied strategies to offer realistic challenges.
- Ensure compatibility on web, mobile (iOS/Android), and desktop platforms.
- Optimize UI for both touch and mouse-based interactions.

OUR USERS



User types

- Casual Players
- Competitive Players
- Beginners
- Advanced Players
- Coaches and Educators
- Spectators

