
LearningEDU

**ChessEDU
Glossary**

Version <2.2>

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Revision History

Date	Version	Description	Author
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28/10/2022	2.0	Second Draft	Rylan DeGarmo
29/10/2022	2.1	Updated formatting to fit template and numbering Minor revisions to wording for understandability Alphabetized lists of terminologies	Chinh Nguyen
30/10/2022	2.2	Updated table of contents.	Adair Torres

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Glossary

1. Introduction

1.1 Purpose

The Glossary contains a list of all terminology used in the ChessEDU project to help facilitate understanding of terms that may be unknown or otherwise have special meanings in context of this product such that they may be understood in full.

1.2 Scope

This glossary contains a list of all terminology used in the project in relation to what the project means by them. Use cases, actors, and similar terminology is handled in the sections specified for them for ease of understanding, and as such will not be present in this section.

1.3 References

No additional references are needed.

1.4 Overview

The rest of this document contains definitions regarding the technical and backend of the project as well as specific terminology related to chess, a popular boardgame.

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2. Definitions

2.1 ChessEDU General Terminology

2.1.1 Lesson

Short interactive experience for the user to learn something new about chess

2.1.2 Module

A group of lessons

2.1.3 Registered User

A user who does have an account

2.1.4 Unregistered User

A user who does not have an account

2.2 Chess-Related Terminology

2.2.1 Activate / Activated

A player's piece is activated when it is now able to move freely or attack opposing pieces after not being able to do so before. This happens when friendly pieces that were restricting this piece's movement are moved out of the way. The rook, as an example, starts the game inactive since it cannot be used to any real benefit without multiple turns of moving the pieces that surround it.

2.2.2 Attacked / Threatened / Under Attack

A player's piece could be taken by one of their opponent's pieces during the opponent's next turn.

2.2.3 Castling

A special move between a player's King and one of their Rooks that shifts around the positions of both pieces at once.

2.2.4 Check

A state of the game where one player's King is under attack by one of their opponent's pieces. The player in check must eliminate the threat to their King during their turn by moving out of the way, blocking with another piece, or capturing the piece that caused the check.

2.2.5 Checkmate

A state of the game where one player's King is under attack, but they have no move they can take to secure their King again. This is a winning state for the opposing player.

2.2.6 Defended

A player's piece is defended if that piece being captured would open the attacking opponent piece up to being captured. The opponent cannot take this piece without losing one of their own.

2.2.7 Discovered

A discovered attack is a move by one player's piece that opens a new angle of attack for a different one of that same player's pieces.

2.2.8 En Passant [French for "in passing"]

A special pawn move that can only be used against an opponent's pawn that just moved two spaces at once. If the opposing pawn could have been taken by the player's pawn if it had moved one space that turn instead of two, the player can take this pawn and move to the space where the opposing pawn would have been if it had moved only one space.

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2.2.9 *Forced*

A player, during their turn, has only one option of move to make that follows the rules. Occurs most often when their King is in check.

2.2.10 *Fork / Forking*

A strategy where an opponent guarantees a gain in material by threatening two pieces at once. The player being attacked can only move one piece out of danger and must give up the other.

2.2.11 *Material*

A representation of the strategic value of a piece. A piece worth higher material is more useful than a piece of lower material in almost all cases. This concept is often used to quantify which player is currently “winning” or “losing.” A player is considered “up in material” if the total value of pieces they have taken from their opponent is greater than the total value of pieces lost to their opponent.

2.2.12 *Pin / Pinning*

A strategy where an opponent threatens a high material piece by threatening a lower value piece on the same line of attack. The lower value piece cannot be moved without opening up the higher value piece to be captured by the opponent on the next turn.

2.2.13 *Skewer / Skewering*

A strategy where an opponent gains material by threatening a high value piece that is on the same line of attack as a lower value piece. The threatened player, to avoid losing a valuable piece, moves the higher value piece out of danger and gives up the lower value piece in the process.

2.2.14 *Stalemate*

A state of the game where the player up to move has no valid moves. This results in the game ending in a draw.

2.2.15 *Trade*

A sequence of moves where a player removes pieces of some material value in exchange for an equal amount of material cost to do so.