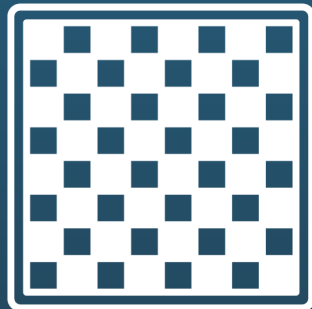


Overview

NobleMate allows for users to experience the game of chess, free of the hassle of moving the pieces! The aim is to allow for greater accessibility for the game for those who are limited by their physical impairments.



How It Works

Voice Control

Control the game field with simple voice commands



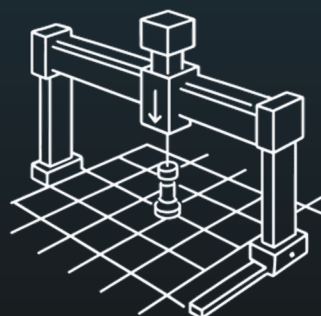
2

Stockfish AI Opponent

Challenge yourself against the powerful Stockfish AI.

Automated Movement

Mechanical Gantry System to move pieces without physical interactions.



NobleMate

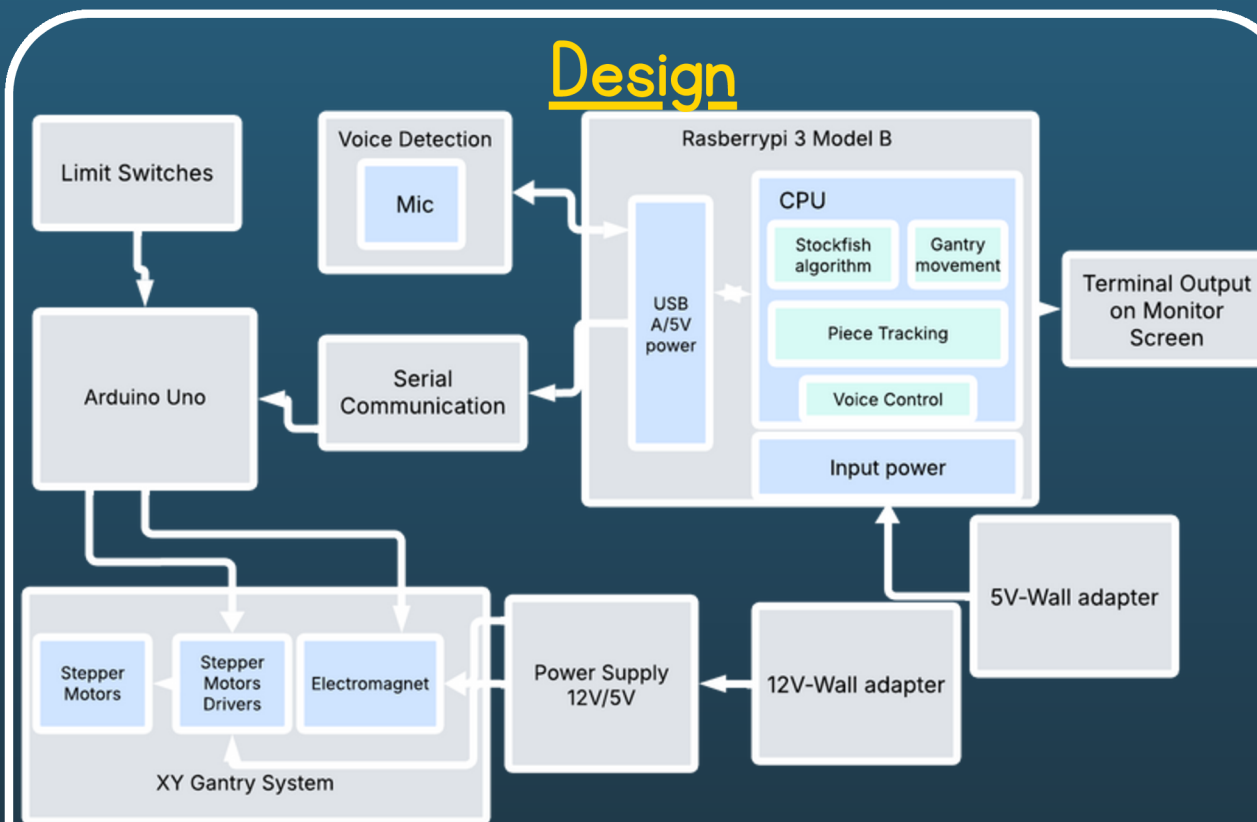
Automatic Chessboard

Saud Amjad, Hamzah Nadeem, Megh Patel,
Grayson Bibby, Nihar Trivedi, Kunj Patel

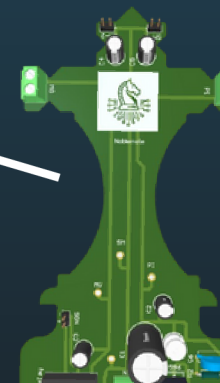
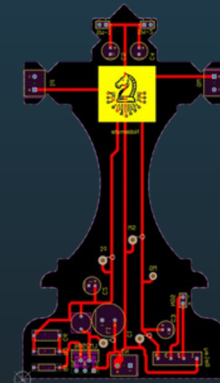
Electrical Engineering, Schulich of Engineering
Academic Advisor: Dr. Denis Onen, PhD, PEng
Teaching Assistant: Devin Atkin



Design



PCB Design



Design Criteria

- 1.) Voice Detection
- 2.) User-Friendly
- 3.) Automation
- 4.) Hands-Free

Testing

Voice Detection

- Samples users input
- Rejects ambient noise



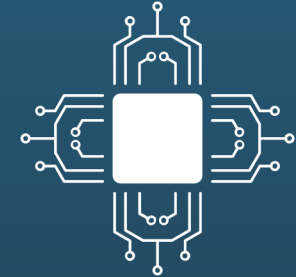
Gantry Movement

- Robust movements
- Serial communication of movement data
- Effective Calibration Methods

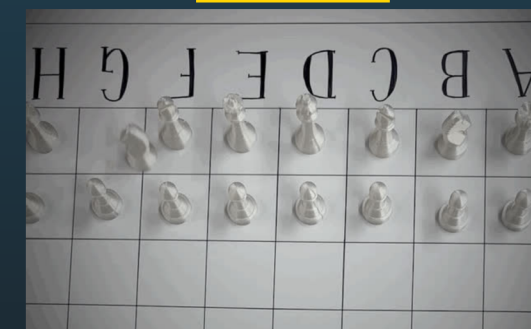


Logic Testing

- Validates moves through a chess matrix using Stockfish AI's chess algorithm



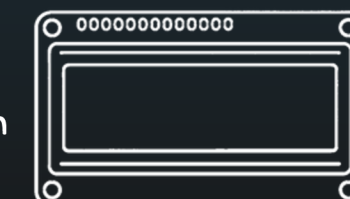
Results



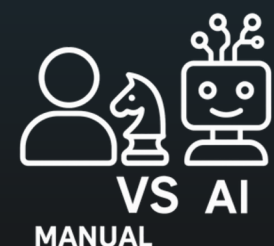
- Passed 81% of the tests
- Cohesive Game Logic
- User-friendly HMI
- Variable settings
- Successfully helps individuals with physical impairments

Future Works

LCD Screen Implementation



Manual Mode



Powered by
Google Cloud

