

LARANA

Open Blunder

2025.06.16

Team ECLIPSE. 팀원: Ha-min Yoon, Yeong-woo Jeon

Contents

- 01** _____ Background
- 02** _____ Requirements
- 03** _____ Techniques
- 04** _____ U.I
- 05** _____ Expected Benefits
- 06** _____ Future plan
- 07** _____ Demo video

01 Project Background - idea

Chess as intellectual perspective

Chess is recognized as a knowledge in foreign cultures,
even if it has classic mood.

Chess is easy to start, hard to finish.

-> Rather than winning or defeated, focus on “Learning”.



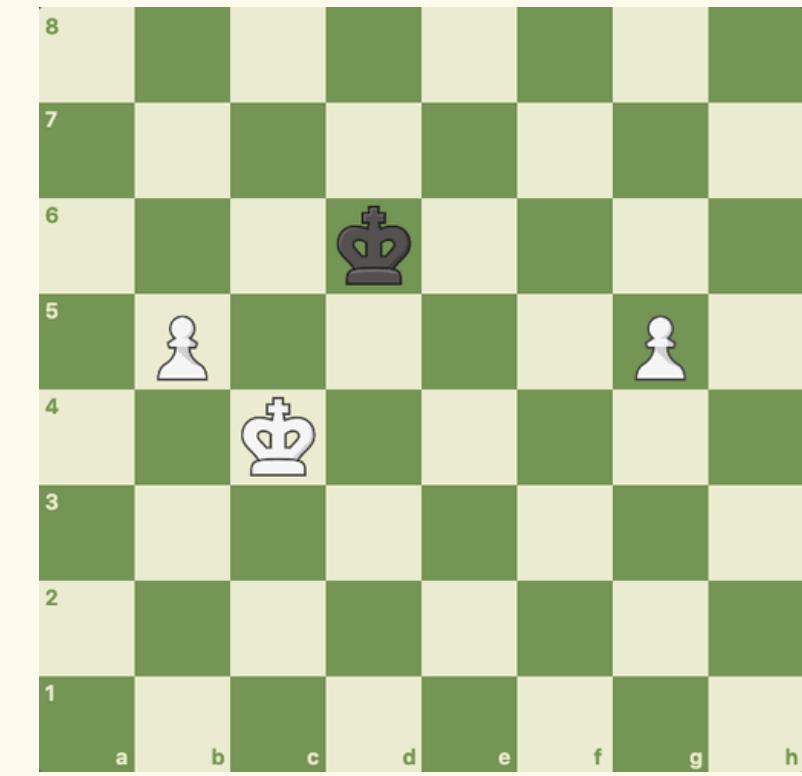
01 Project Background - Chess procedures



Opening
(Beginning chess)



Middle Game
(Game Progressing)



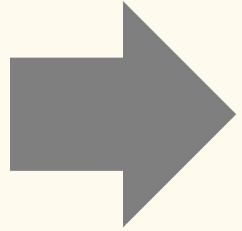
End Game
(Game finish)

01 Project background - idea



Current State

Chess community is booming in Western countries.



why?

1. Media is focused on Experts
2. Chess players spread out around the world
3. Various attempts to utilize Opensource resources that are already implemented

02 Requirement Analysis



User System

1. Posting
2. Practice record
3. Private Profile



Posting Community

1. Post function for sharing mistakes
2. Today's Blunder base on the number of likes
3. Image provided based on input records



Opening Quiz

1. Format of Practice - Quiz - Review Note
2. selecting Number of Quizes
3. Educational Curriculum based on foreign language learning platform



Practice

1. Chess Board
2. Tracking movement
3. Analyzing correlation between chess movement & Opening

03 Techniques - 1



Blunder

Html, Css, Js



D.B

mysql, Open Source



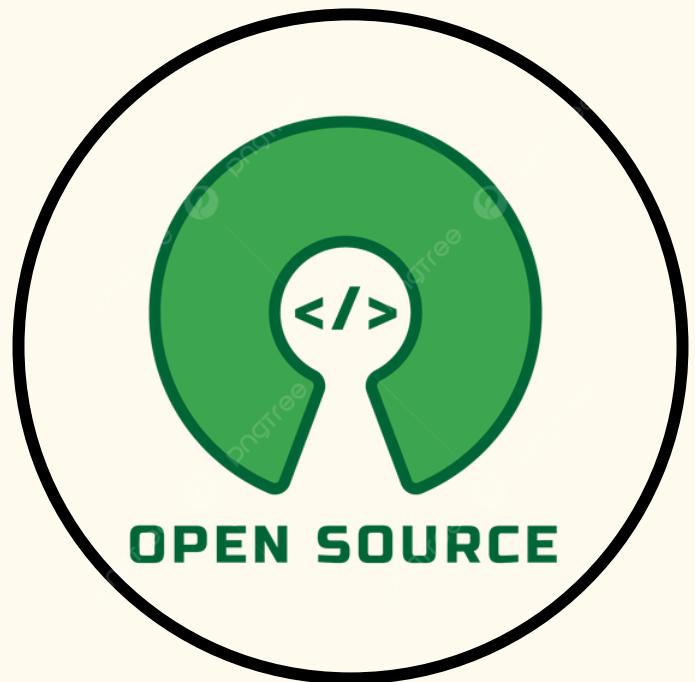
SpringBoot

Web project based on
Spring boot

Backend

Utilizing Backend as
much as possible

03 Techniques - 2



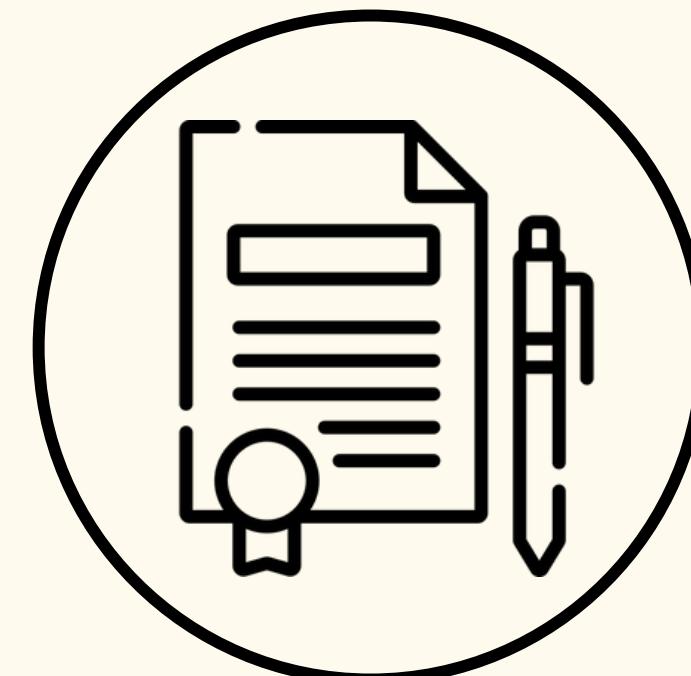
OPEN SOURCE



OpenSource

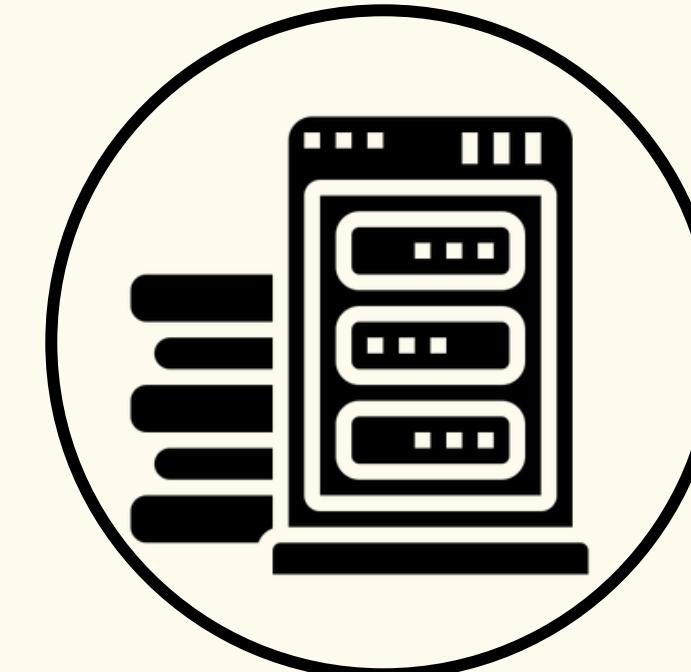
1. Using Opensource
(Html, Css, Js)

2. Using Opensources
provided by Chess
Opensource Community



자료 응용

Utilizing large amount of
Data (Tracking node &&
Tree)



Info manage



Managing User
Information

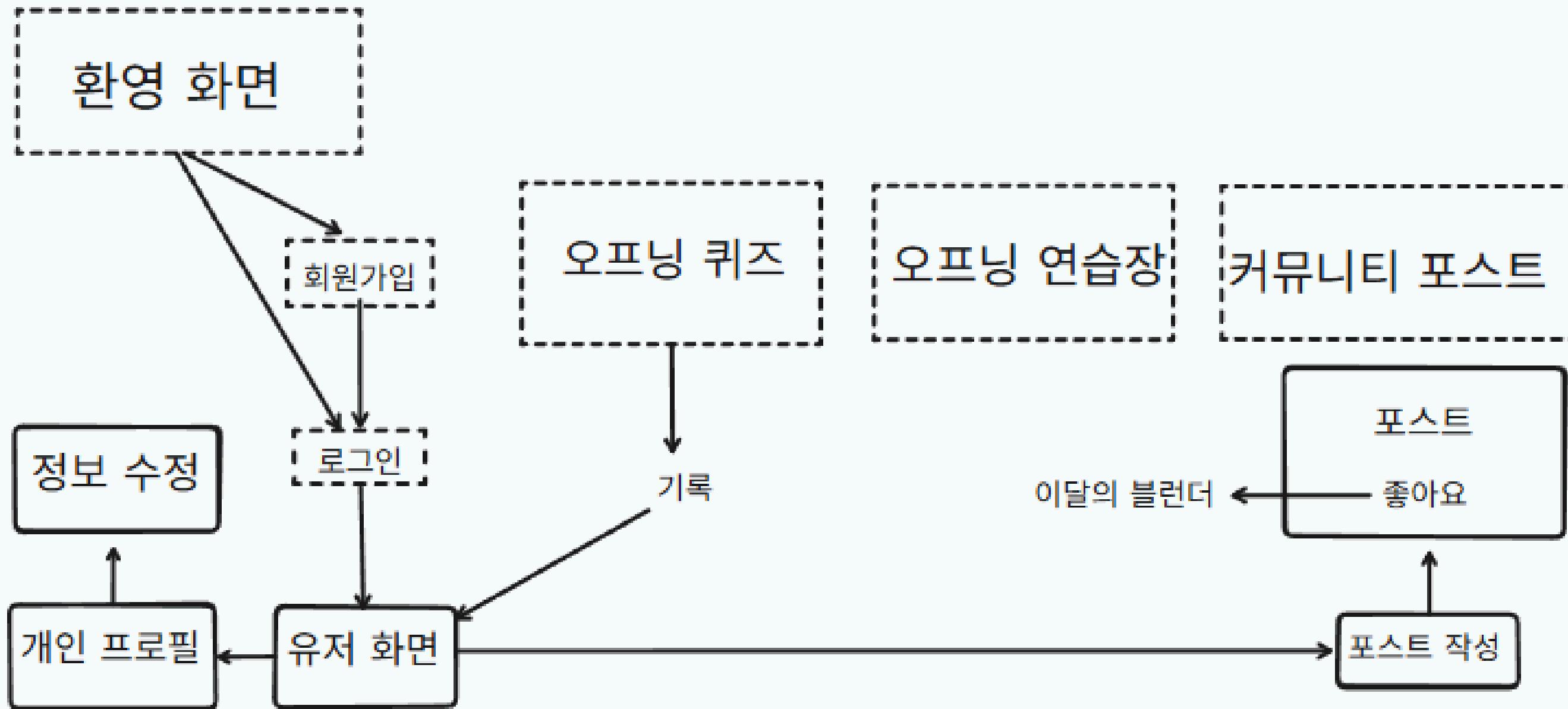


Service mangement



Servicing & repairing
Website if needed

04 U.I Design



04 U.I Design - Home

penBlunder

게시판 블런더 퀴즈 Login 회원가입



Welcome to OpenBlunder

대기 중인 게임방

asdf	sdf	dfffff	qweq
Looking for Opponent	Looking for Opponent	Looking for Opponent	Looking for Opponent
<input type="button" value="참가"/>	<input type="button" value="참가"/>	<input type="button" value="참가"/>	<input type="button" value="참가"/>

?? 이달의 인기 블런더 ??

제목	Likes	작성자

다음 4개 보기

방 이름 방 만들기

오프닝 연습

퀴즈

랭킹

랭킹	Name	Points
1	홍길동	100
2	김영우	90
3	이순신	80
4	윤하민	70

04 U.I Design - Login / SignUp

The image displays two wireframe designs for user authentication pages, likely for a platform named OpenBlunder.

Login Page (Left):

- Header:** OpenBlunder, 게시판, 블런더, 퀴즈, Login, 회원가입
- Title:** 로그인
- Fields:** Username:, Password:
- Buttons:** Sign in

SignUp Page (Right):

- Header:** OpenBlunder, 게시판, 블런더, 퀴즈, Login
- Title:** 회원가입
- Fields:** Email :, Password :, Confirm Password :, Username :
- Buttons:** Sign Up

04 U.I Design - Blunder Practice

OpenBlunder

게시판 블런더 퀴즈

리셋

현재까지 일치하는 오프닝

- Amar Opening (A00)
- Amar Opening: Paris Gambit (A00)
- Amar Opening: Paris Gambit, Gent Gambit (A00)
- Amsterdam Attack (A00)
- Anderssen's Opening (A00)
- Anderssen's Opening: Polish Gambit (A00)
- Barnes Opening (A00)
- Barnes Opening: Fool's Mate (A00)
- Barnes Opening: Gedult Gambit (A00)
- Barnes Opening: Gedult Gambit (A00)

다음 수 추천

- Nh3
- e3
- a3
- f3
- h3
- g4
- g3
- h4
- d3
- b4
- c3
- Na3
- Nc3
- a4
- b3
- f4
- Nf3
- e4
- c4
- d4

현재 기보

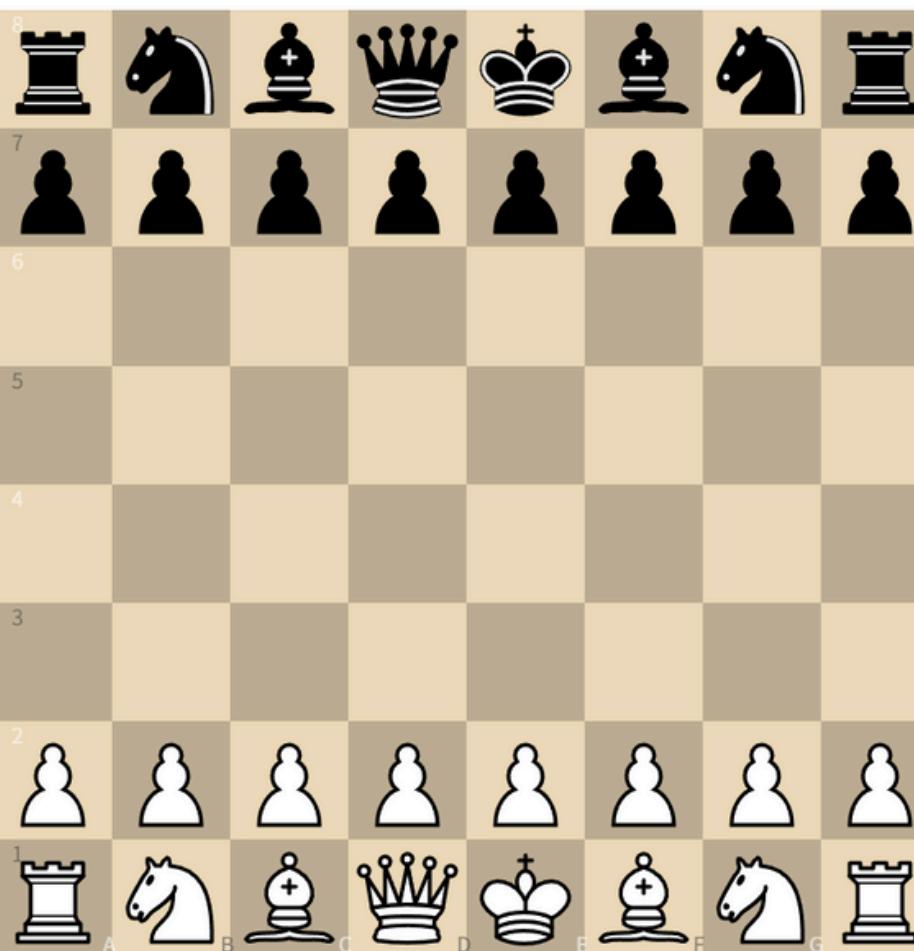
04 U.I Design - Quiz

OpenBlunder

게시판 블런더 퀴즈

체스 오프닝 퀴즈

[문제 1] King's Indian Defense



정답 제출

보드 초기화

04 U.I Design - Board / Post Editing / View Post

OpenBlunder

게시판 블런더 퀴즈  logged as: asdf Logout

게시판

제목	작성자	작성일	조회
게시글 예시입니다 :)	asdf	2025-06-14 18:31	0
초보입니다 잘 부탁드려요	asdf	2025-06-14 18:31	0

검색 

페이지: 1

OpenBlunder

게시판 블런더 퀴즈 Login 회원가입

게시글 수정

초보입니다 잘 부탁드려요

PGN을 입력하세요

Normal 

안녕하세요 초보입니다 열심히 배우겠습니다

초보입니다 잘 부탁드려요

Date : 2025-06-14 18:31 / 게시글 작성자 : asdf

게시글 내용

안녕하세요 초보입니다 열심히 배우겠습니다

Newbie: 반갑습니다 2025-06-14 18:33 삭제

 좋아요 (1) 댓글 작성

04 U.I Design - Profile / Profile editing

OpenBlunder

게시판 블런더 퀴즈  logged as : hello Logout

주요 정보

 **닉네임:** hello

이메일: hello@naver.com,

기타 정보

국가 :South Korea

가입일: 2025-06-14

회원정보 수정

OpenBlunder

게시판 블런더 퀴즈  logged as : hello Logout

아이디 : hello

이메일: hello@naver.com,

비밀번호: [Redacted]

프로필 사진 선택:

국가: 국가 입력

가입일: 2025-06-14

수정 저장

OpenBlunder

게시판 블런더 퀴즈  logged as : hello Logout

국가 선택

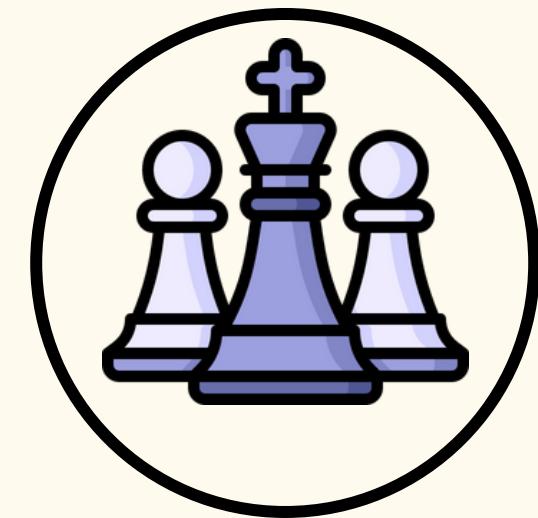
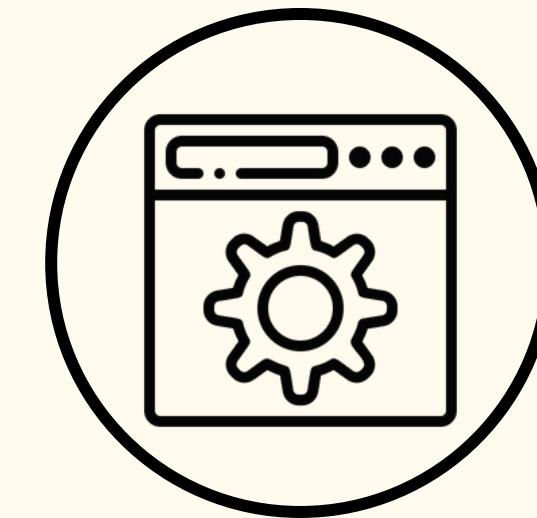
Leaflet | © OpenStreetMap contributors

닫기

수정 저장



05 Expected Benefits



1. Educational Value

Users can naturally improve their strategic thinking, problem-solving ability, and concentration through chess.

2. Active Community and Increased User Engagement

Features like ranking systems, blunder analysis, and mistake review tools increase participation and encourage continuous usage.

3. Global User Interaction

Enables real-time matches and communication with users worldwide, promoting cultural exchange and global engagement.

06 Future Plan

Improve U.I

- User-friendly U.I

Reinforcing Security

- Reinforcing security about sensitive user info

Servicing Websites

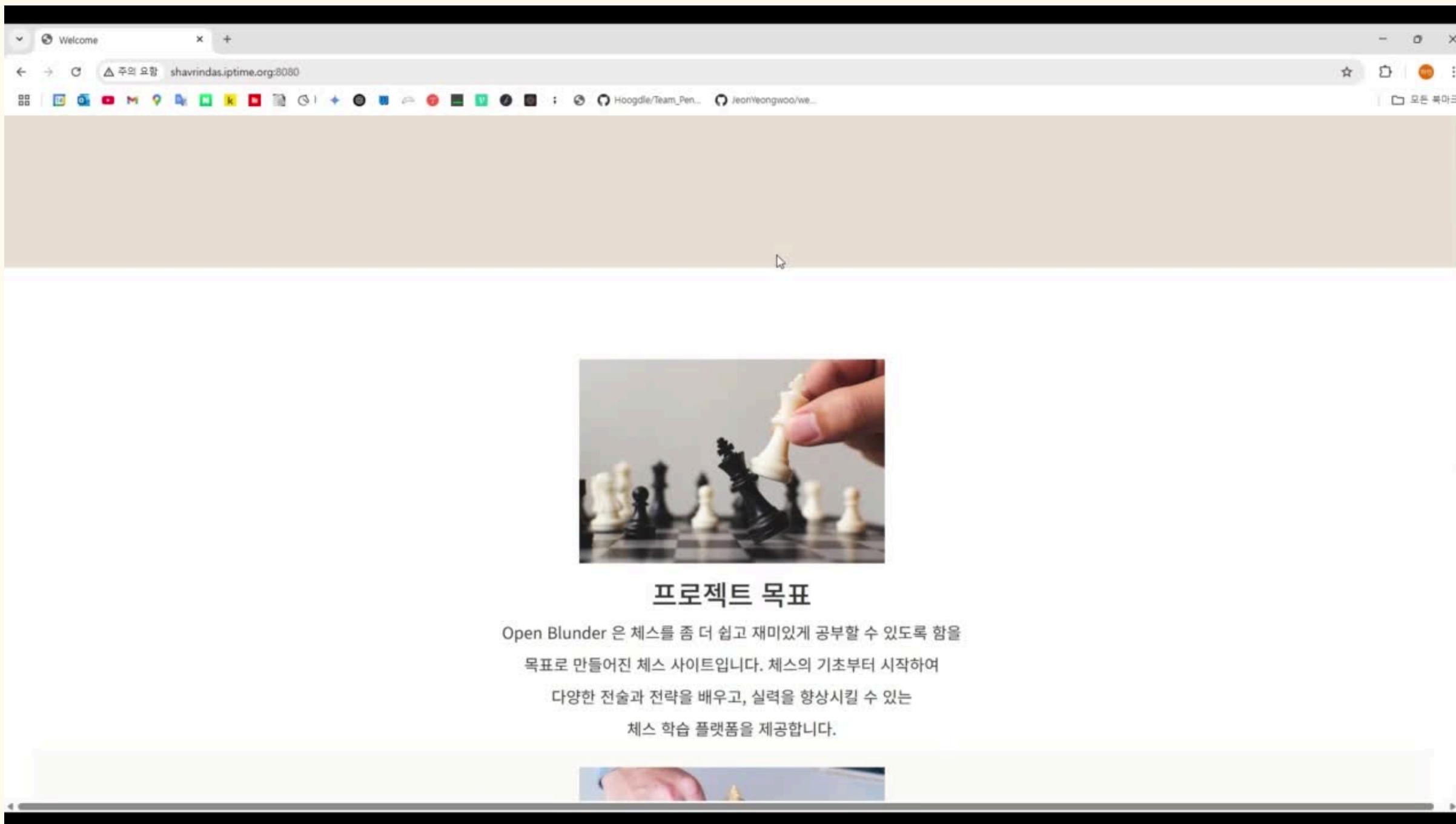
- provide service based on Website

Providing video recommend

- recommending youtube-video for studying



07 Demo video



Git-hub URL

<https://github.com/JeonYeongwoo/webProject2025>

LARANA

Team Eclipse

T +82 010-9164-7518

E zbawoo2k@chungbuk.ac.kr