The original version is based on web-chess (HTML/CSS/JS) using an 8x8 chess board:

Graphical user interface, application

Description automatically generated

This first version increased the chess board from 8x8 to 12x11 (columns x rows):

Graphical user interface, application

Description automatically generated

This next version made certain squares invisible:

Graphical user interface, application, PowerPoint

Description automatically generated

This next version indented the even rows by 25px:

Graphical user interface, application

Description automatically generated

This next version switched to a three-color representation:

Graphical user interface, application, PowerPoint

Description automatically generated

This next version switched to a black/grey/white color representation:

Graphical user interface

Description automatically generated with medium confidence

This next version was the first to use hexagons successfully:

Graphical user interface

Description automatically generated

This version spaces the squares horizontally using margin-left: 5px; and margin-right: 5px; and was good enough to check-in.

Graphical user interface

Description automatically generated

This version began work with the java script code and gray-scale colors. The missing black pawn is on square (2,A) or (2,10), and probably results from decimal / hexadecimal incompatibility.

A picture containing text, outdoor object, screenshot

Description automatically generated

Corrected html <div> ids and lightened the squares to Gray 50, Gray 30 and Gray 10. This completed the opening positions and was a check-in.

A picture containing graphical user interface

Description automatically generated

I followed up the success with ChesSix by cloning it to GrandChesSix, then updating the html and javascript to get to the opening positions. The is the first check-in of GrandChesSix.

A picture containing shape

Description automatically generated