# GET 1033 Physical Computing Idea

**Voice Controlled Chess Game**

Sensors Used



* Voice sensor

Inputs

* Voice/Buttons

Materials needed

* Electromagnetic board
* Chess Piece
* CPU

Idea

The idea is to recreate a chess game. The chess pieces will be controlled via a voice recognition system. Using the electromagnetic board, movement of the chess piece would be backed by running algorithms that would allow chess pieces to move to a specific location even though it is blocked. For example a command of “Rook to A4” would move the rook to the A4 position using electromagnetic forces controlled by the board’s CPU. It would be able to recognise rook and A4 (in this case) and move the respective pieces to its destination. The gameplay would follow the usual chess rules.