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**ABSTRACT**

The traditional chess game systems involved, playing the game and then forgetting it. The points add to create experience points. Thus, it became essential to draw the best move and the rewind module to generate an efficient strategy to play the game better and thus was born TACTICAL CHESS. Often known as a game for the intellectually gifted, chess is the best sport to exercise the most important organ in our bodies: the brain. Games like chess that challenge the brain actually stimulate the growth of dendrites, the bodies that send out signals from the brain’s neuron cells. With more dendrites, neural communication within the brain improves and becomes faster.

A chess match requires fast thinking and problem-solving on the fly because your opponent is constantly changing the parameters. Chess players know that playing chess improves your memory, mainly because of the complex rules you have to remember, as well as the memory recall needed when trying to avoid previous mistakes or remembering a certain opponent’s playing style.

Tactical Chess is both a game and a sport played by two teams. A special board made of standard 8×8 squares with standard set of pieces (2×16, Whites and Blacks), using standard (or usual) chess playing rules, while control over the pieces is shared among the teammates who are not allowed to communicate with each other during the play other than via valid moves. We will not implement an AI for the program. Rather, this game is meant for two human opponents to play against each other. The application is entwined with, the sign-up module, login module, start game-module, rewind module. The scope of the project can be widened if the best possible move of the game can be found out.