

SPRINT 9

Start: 25/04/2023

End: 08/05/2023

Sprint Goal:

Develop the chessboard and AI.

Sprint Work:

1. I want to select the rating of my opponent, so that I can train against easier or harder opponents.
2. Chess opponents implemented as AI that are trained by data within that Elo range

ITEM 1 TASKS:

- Ratings of opponents are ranged between 400 and 1700, in brackets of 100.
- User can select the rating when creating a game.

ITEM 2 TASKS:

- Find a dataset.
- Train model.
- Implement within opponent's turn within game.
- Test for when AI is playing as white and black.

Additional Notes:

- Kanban board: <https://trello.com/b/TubtD2KW/chessai>
- GitHub repo: <https://github.com/ORG4N/ChessAI>