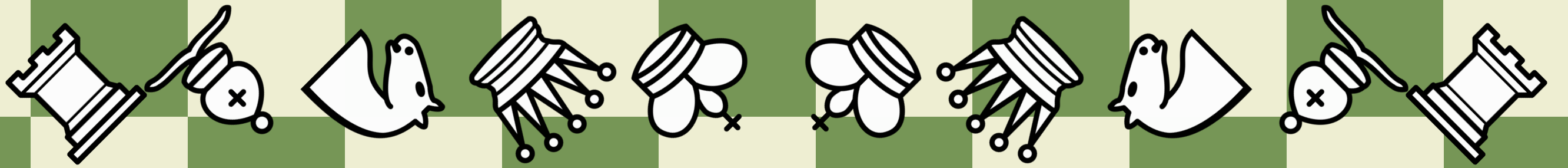


CHES.S.AI

A CHESS PRACTICE TOOL



01 OVERVIEW:

ChessAI is an application where Chess enthusiasts can practice with AI opponents. Each opponent will be modelled by data of Chess players across the world within selected Elo ratings.

If you are looking for a Chess practice tool to challenge you and transform you into a stronger player, this application is for you!

02 FEATURES:

- Learn the basics
- Learn new openings
- Select the difficulty of AI opponents and play
- View your personal stats and match history
- Customise your personal profile with badges

03 FUTURE DEVELOPMENT:

Implementation of Player vs Player matches

Shift towards being a better social platform:

- Friendships and chat functionality
- Forums to enable discussions between users

Implement World Champions as AI opponents

Improve accessibility so that Chess can be enjoyed by a wider range of people across the globe

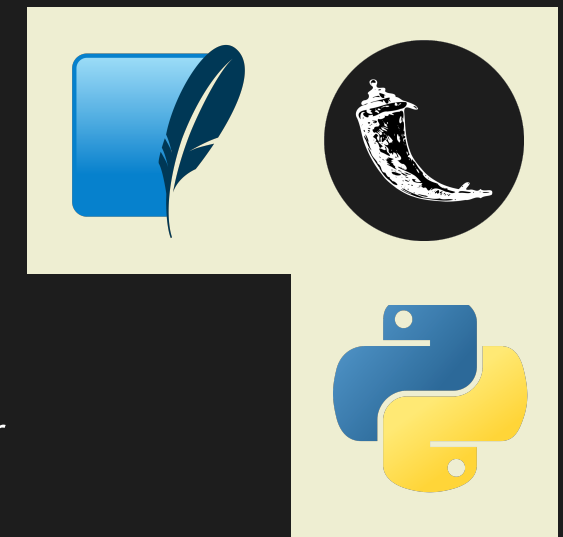
04 TECHNOLOGY:

Built for the Web using Python and the Flask web framework.

The SQLite database engine is used for:

- User logins and Profiles
- Match history

SQLite and Flask are both simple and easy to use. Both are less complex than similar technologies, making development a smooth and fast process.



<https://github.com/ORG4N/ChessAI>

05 HOW IT WORKS:

Using data from Chess games all over the world, ChessAI's backend uses basic Machine Learning principles to train models to predict outcomes as per the opponent AI's selected rating.

This data is taken from Lichess' open-source database: <https://database.lichess.org/>

Factors considered during predictions:

- Elo rating of AI
- Colour of pieces belonging to AI
- Positions of all pieces on the board



Callum Reece Organ
callum.organ@students.plymouth.ac.uk
BSc Computer Science

