**Showcase Prep**

**COMP3000**

**Computing Project**

**2022/2023**

### **Project Title**

ChessAI – A Chess Practice Tool

### **Project Description**

To develop a fast Machine Learning application wherein Chess enthusiasts can practice with AI trained against the data of professional players (i.e., Magnus Carlsen) or amateurs within set Elo rating ranges; ChessAI strives to be a practice tool that will challenge players, transforming them into stronger opponents.

*Taken from: Project Initiation Document*

### **Keywords**

Chess, ML, Machine Learning, AI, Artificial Intelligence, Chess Practice Tool

*Taken from: Project Initiation Document*