SPRINT 9

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| 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>