

#### What went well:

- Frontend/backend implementation, got react working with chessboard.js and the upload feature is looking quite good. Functionality of both the upload features, chess game, chess bots, and the FEN outputs is all working very well. Should be quite easy to expand this project in the future now that FEN outputs are functional.

#### What didn't go well:

- Difficulty Slider implementation, getting a functional difficulty slider that can talk to the stockfish bot, and set its difficulty parameter dynamically was quite difficult, have to find a way to be able to change the bots state with keeping the position of the board.
- Move History table, honestly not sure what the issue is with move histories, it should be easy enough to store the FEN outputs from the chess bots onto a dynamic table next to the chessboard, however working with react has been new to me, and not sure why my tables are displaying weird or not displaying at all.

#### What could be improved:

- Website will need many improvements such as visuals, structure, and functionality.
- Need to store bots which include creating users and a login system.

#### Challenges:

- Ensuring a consistent environment across everyone's machines
- Getting familiar with React and Flask