



Instituto Tecnológico y de Estudios Superiores de Monterrey

Data Analytics Bootcamp

Strategic Chess Player Website

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Project Description - Outline

This project will be based on the previous Strategic Chess Player. In the first part of the project we created a “brain” capable of playing a match of chess and winning against human players. Now we will create a web page that will host the chess “brain”.

The web page will include the following functionalities:

- Web scrapping to obtain news related to chess
- A flask application that will host the web page and control the flow of the chess game
- A connection to MySQL and MongoDB
- Graphics to show information about the games played

We will not use any external databases, unlike other teams we will create a database and analyze its information.

GitHub Repo

https://github.com/Rulowizard/Chess_Proyect_WebPage