## Existing system -

1. Lack of false move limitations and multiple attempt approach

Existing Chess games applications are designed for competition and not for training. With mostly as two player game, it doesn't restrict the player to avoid false and unsafe moves. Moreover, the existing approach allows the user to save the game, but the saved game state cannot be attempt-able for multiple times. With the lack of false move restrictions and multiple attempt approaches, the game cannot be used as a training tool.

1. Lack of cross-platform compatibility

Also in the existing approach, the **game state** paused and saved on one machine **cannot be continued in other machines**, without the use of network connection. Likewise, the game state saved in one platform (Windows) cannot be continued in the other platform such as OSX and Linux.

## Proposed system -

1. Provides restrictions on false and unsafe moves

The proposed approach will be an appropriate **training tool** for the **Chess game**. It will restrict the player to avoid false and unsafe moves in the chess game. It will also provide single player option to play with machines (**Artificial intelligence**).

1. Provides multiple attempt approach

The user can save a game state (in a file) and **try different strategies** in the same game state by opening the saved game state (file) multiple times.

1. Provides cross-platform compatibility

The proposed application can run on any platform such as Windows, OSX, and Linux. Also, the user can save a game state in one platform and continue the same in another, by just transferring the saved file.