CHESS WARS

As someone who has struggled with Attention Deficit Disorder (ADD) symptoms, I know how devastating it feels to spend a whole day without doing anything while trying your best to be productive. Since understanding that attention is similar to a muscle, I have learned to spend time on activities that improve my attention and helped me manage my ADD symptoms including meditation, playing the piano, and chess. I have achieved unprecedented levels of learning and gotten accepted into graduate school for Bioengineering.

One thing I realized was that distractions were much more fun than the activities that strengthened my attention. Watching YouTube videos or playing League of Legends was so much more fun than playing chess or meditating. I realized that the challenge to develop focus could be made easier by changing the kinds of stimulation available. Was it possible that I could create a game that was fun but mentally developing at the same time?

I have created a version of chess that has a lower learning curve, allows the transformation of pieces, and involves a bit of luck. The product that my team has created is called "Chess Wars". Each player starts with two pieces and aims to capture the opponent's pieces. However, the number of pieces on the board stays the same; by capturing a piece, a piece transforms into a stronger piece until you reach a Queen, at which point the piece transforms into a Knight. After you capture an opponent's piece with your knight you win the game. Although this game can be quite fun, it can require a good amount of forward-thinking and accounting for opponents' choices. In addition, since each piece can transform over time, the game frequently requires different kinds of thinking and stays fresh.