## Aims and Goals

### Aim

The game of chess has withstood the test of time but to a non-chess audience the rules and the design of the game seem both intimidating and antique, therefore it is M8Bit’s aim to

Increase the chess player base by encouraging new users, challenging old, and to make the game accessible to users with disabilities.

### Goals

1. Attract new users through easy-to-learn mini-games establishing that winning feeling.

Chess can be exhausting at first play, that is why M8Bit plan to break-down stages of the game into user-friendly mini-games. By separating early, mid and endgame scenarios players can absorb the strategy of the game easier through the learning method of chunking.

1. Bring past players back to chess by creating a nostalgic 8-bit design.

Past players considers users who have quit due to the difficulty of chess or users who have refrained from playing for other reasons. To remove the intimidation of chess M8Bit plan to align their easy-to-learn value with an 8-bit design. The 8-bit aesthetic is a game design in the 80’s during the gaming revolution when games were considered simple and consisted of limited functions (Lab 2017). Additionally, M8Bit hope to instil this value in new players by removing the feeling of complexity to a non-chess audience.

1. Make chess more accessible to players with disabilities.

Starting with players who are afflicted with colour vision deficiency, players can use customisable colour wheels changes the colour of the chess board and pieces to make the game viewable.

1. Retain users through competitive leader boards and social media.

By dissecting the data from the mini-games M8Bit will install leader boards by ranking mini-game completion speed and succession rate per number of attempts.