**Scope – 4/8/22**

JJJEY presents… M8Bit. A revolutionary and innovative strategic Chessle. M8Bit is, simply put, an 8-bit themed chess puzzle software that takes inspiration from Wordle – a browser-based word guessing game. M8Bit will prompt users to choose from a number of potential puzzles to solve (our tasks), each with their own respective difficulties. Furthermore, it’ll consist of a Wordle inspired life system that’ll be utilized throughout all modes. After conducting some informal research amongst other chess websites, we concluded that support for people suffering with disabilities, such as color blindness, don’t receive much, if any, attention and support to cater for their requirements. At JJJEY, we hope M8Bit can provide users with the necessary support. The first mode will be an opening challenge where users are presented with the basic chess positions. According to the chosen difficulty, users will have to work out a certain opening’s, the first few moves found during the early-game stage of a chess match, move order within a given number of chances. Moreover, the next game mode would place users in a specific scenario where they’d be expected to follow a certain move order to achieve either: a better position, a better piece advantage, or just a straight up checkmate. This would also grant the user with a number of attempts and scenarios with differing difficulties according to the difficulty they requested. Finally, the third game mode users are given would have users play endgame-specific scenarios. At M8Bit, we understand the importance of all 3 states during a Chess match; Chess matches consist of the early-game, the middle-game, and the endgame. Thus, we would like to stress the importance of endgames by providing an entire mode which grants users scenarios where they would follow a certain move order, within a given number of attempts, to present themselves with either a: better position, better piece advantage, or a simple checkmate.

In the last few years, statistics have shown that Chess is on the rise. According to *Doggers*\*1, an author on *Chess.com\*2*, the number of games played on *FIDE\*3*, a mainstream Chess platform, during 2010 and 2013 saw an increase of 37% - from 728,701 games played during 2010 to 999,037 games played during 2013 (Doggers (PeterDoggers), 2014). It is relatively safe to assume that the Chess’ player-base growth rate would have increased due to the pandemic causing more people to be sat at home. Considering this, Chess will have a large number of new players that will have to deal with an unforgiving learning curve. One of our project outcomes will hopefully reduce the impact of a learning curve on players following launch due to providing essential tools that would improve their gameplay and in-game awareness. This can be through assisting them in understanding how to place themselves in better positions, or by informing them on popular traps during the early game that would result in a quick loss. Furthermore, we hope by providing a wide range of scenarios, users will be exposed to scenarios that cause them to think like a Chess player and allow them to be thrown into an online game and play a logical game where they understand how to calculate the best move order for themselves. Furthermore, M8Bit will hopefully further increase Chess’ player-base by making practice more available to a large group of users. We hope in creating accessibility features, such as different color themes for color blind people, that we encourage others to give the game and decrease how intimidating it can look at first glance.

Furthermore, M8Bit’s primary unique-selling point may be the unheard-of adaptation of 8-bit to the chess community. We hope to add a certain nostalgic feel for users – regardless of whether they’re veteran, returning, or new users – that would add a certain aspect of comfort. We find the 8-bit representation may present itself as a friendlier interface towards users that have never experienced chess before, meanwhile, granting current and returning users a breath of fresh air from the usual, formal, and dull interfaces normalized on other platforms. This could also involve the implementation of 8-bit cover music as well.

In terms of what is out-of-scope, however, could be potential deliverables given we had the chance. We can see ourselves implementing some form of friend’s system to develop some form of competitive aspect. This would act as some form of incentive factor to keep users coming back. Furthermore, we may even implement a profile design feature that could consist of a sign-in and sign-up feature which would grant user’s the ability to save their achievements and progress. This would require the implementation of some form of database and further increase our overall deliverables.

**References**

1. Doggers (PeterDoggers), P. (2014). *FIDE Statistics Suggest That Chess Is On The Rise*. [online] Chess.com. Available at: <https://www.chess.com/news/view/fide-statistics-chess-is-on-the-rise-3367> [Accessed 4 Aug. 2022].
2. ‌Chess.com. (2019). *Chess.com - Play Chess Online - Free Games*. [online] Available at: <https://www.chess.com/> [Accessed 4 Aug. 2022].
3. www.fide.com. (n.d.). *International Chess Federation*. [online] Available at: <https://www.fide.com/> [Accessed 4 Aug. 2022].: