**Topic / Introduction - 29/7/22**

Chess’ has reached a point of popularity where the rules and movement of pieces are considered common knowledge amongst the boardgames community. JJJEY presents JJJEY’s Gambit. JJJEY attempts to provide a product which utilizes the basic concepts of Chess meanwhile incorporating a unique selling-point inspired by other categories. Inspired by Wordle, JJJEY’s Gambit plans on presenting users with chess puzzles ranging from requesting user’s to find the best move to having users predict the next move order of a certain opening or end-game pattern. Further inspiration from numerous puzzle games has JJJEY including a sort of life system. Where user’s will be given a limited number of chances to solves a certain puzzle. Chances would be expended by playing the wrong move order, or, by not finding the best move. JJJEY’s Gambit involves identical rules and moves (including special moves such as castling, en passant, etc.) as regular chess – we still want JJJEY’s Gambit to be affiliated with chance. Considering this, the theme and artstyle of JJJEY’s Gambit would also resemble regular Chess, however, we noticed that numerous applications that offer Chess don’t actually implement support for users suffering from disabilities that may hold them back. For example, people with color blindness may not be able to differentiate between white n black on the board. This is why we need to include some form of feature to account for their needs in order to maintain accessibility. JJJEY’s Gambit should not include any resources that require us to pay during the process of development. Furthermore, the application will be free-to-play and accessible for everyone. In order to attain by our free-to-play claims, we are going to make use of the Unity, 2D game development environment, game engine. Moreover, we will then make use of a free spirit design software such as Piskelapp. Our primary motivation moving forward with this is to make Chess great again. We would hope to increase chess’ player base as a whole by diminishing the skillcurve required through indirectly teaching new user’s advanced techniques that would be used throughout the early-, mid-, and end-game stages. Additionally, here at JJJEY we would like to make someone as widespread as Chess more accessible for people that may suffer from disabilities. Particularly color-blind people by opening up the opportunity for different color layouts which would be applicable to different themes and allow all users to enjoy the same colorless chess we know and love.

**References**

1. Unity Technologies (2019). *Unity - Unity*. [online] Unity. Available at: <https://unity.com/> [Accessed: 29/7/22]
2. www.piskelapp.com. (n.d.). *Piskel -*. [online] Available at: <https://www.piskelapp.com/p/create/sprite> [Accessed: 29/7/2022]