The objective of this Python code is to analyze chess games and give information about performance metrics and trends. It starts by parsing a text file in PGN format and extracts important information such the date, players, outcome, and end of each game. The retrieved data is subsequently processed into a pandas DataFrame and placed into a list of dictionaries. In addition to creating extra columns to show whether the user played as White or Black and to categorize the game outcomes as win, loss or draw from the player's perspective, opponents' identities are anonymized for purposes of privacy. In order to provide insights into performance, the script then calculates important statistics, such as overall win and loss rates and win and loss rates when the user played as White. Monthly trends in win, loss, and draw rates are visualized, and extra plots that highlight games played as White are also created. While protecting opponents' anonymity, the code successfully achieves the project's objectives by confirming theories regarding win rates and identifying patterns in the player's chess performance.