

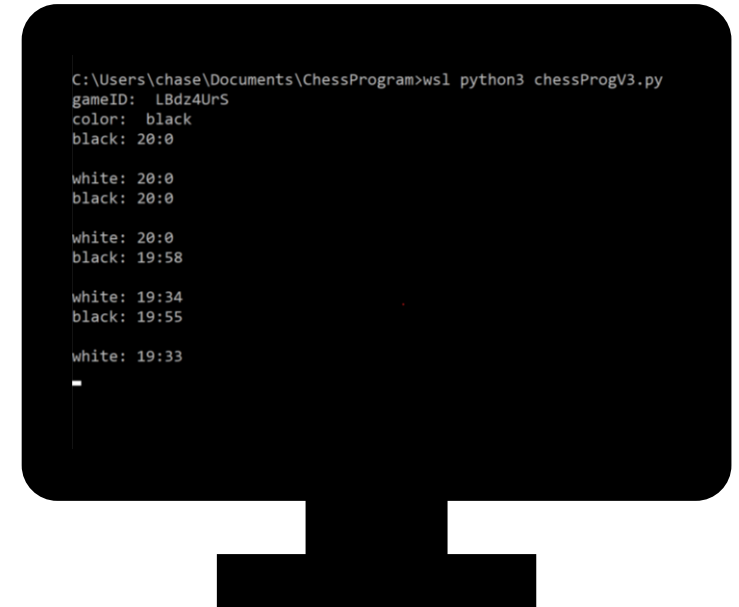
Standard Lichess Interface

- Players use their mouse to drag pieces to new squares
- All information is displayed on the screen
- This is what the other player sees



Electronic Chess Board User Interface

- All 64 squares have a button and an LED
- To move a piece, you click the button on its starting square, then the button on its final square
- When the other player moves a piece, the LEDs on the starting and final squares light up

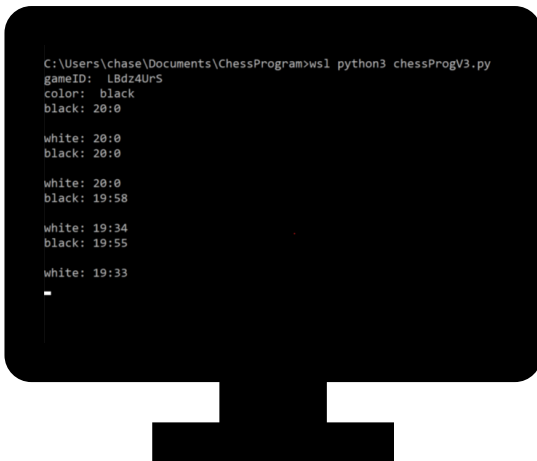


- The time left on each player's clock is displayed on the monitor at the start of their move

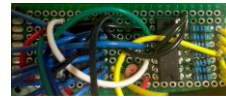
Electronic Chess Board Control Flow



Python communicates
with the Lichess API



UART between
Python and
Launchpad



Shift registers drive
the LED matrix

Launchpad sends LED
information to the shift
registers



Launchpad reads
input from the
button matrix

