

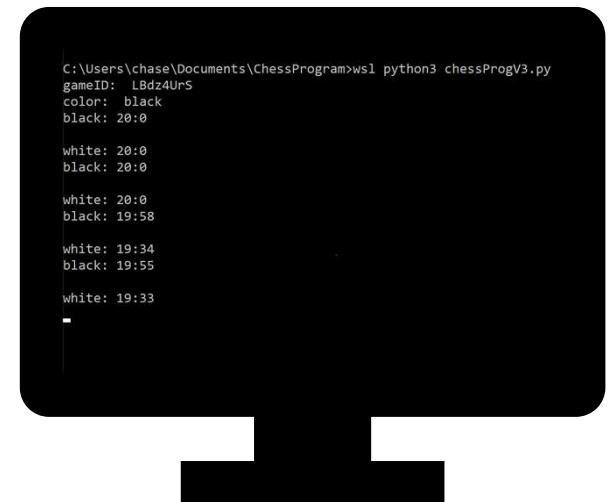
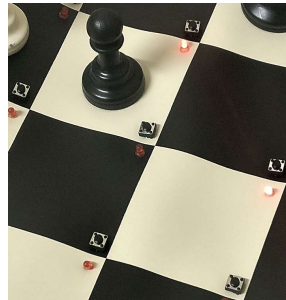
Standard Lichess Interface

- Players use their mouse to drag pieces to new squares
- All information is displayed on the screen



Electronic Chess Board User Interface

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

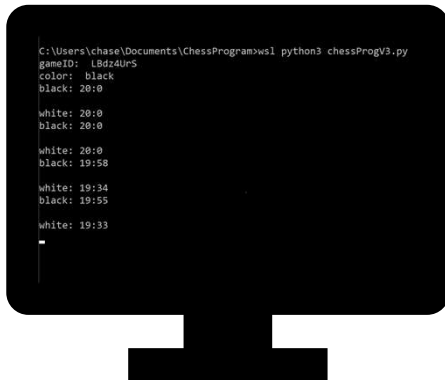


- The time left on each player's clock is displayed on the monitor at the start of their move

Electronic Chess Board Control Flow



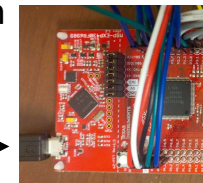
Python communicates
with the Lichess API



UART between
Python and
Launchpad



Launchpad sends LED
information to shift
register



Shift registers drive
the LED matrix

Launchpad reads
input from the
button matrix

