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# Abstract

Here I will outline the actions performed in this thesis along with a brief description of the topic and results.

# Chapter 1: Introduction

This section will define the problem, background behind it, and the expected outcome as a result of the analytics performed

# Chapter 2: Research Design

A brief introduction into the planning behind the design and the impact of this design on the research.

## Primary Data

Primary data for this project will be established through an experimental process which will apply chess engines to chess mating puzzles with a fixed length. The engines will be tested for their depth efficiency at which they determine an endgame is a mating pattern, implying a higher possibility for depth of searching given a chess position.

## Problem Identification and Clarification

The problem set for this project is that of the incorporation of chess assessments into a chess opening position recommendation algorithms. Engines view problems as mathematical issues and do not assess with nuance like a human brain. Perhaps this straight to the point assessment can be deterministic in the development of a recommendation model?

## Research Objectives

Evaluate Chess Engines on Puzzles

## Validity Type

## Ethical Considerations

# Chapter 3: Literature Review

# Chapter 4: Methodology

Section 1 – Analysis of Puzzles

Section 2 - Analysis of Openings

Excluded those that ECO code not joined on as Lichess ads some descriptions to non-descript openings

# Chapter 5: Implementation

# Chapter 6: Results

# Chapter 7: Discussion

# Chapter 8: Conclusion

# Appendix A: Workflow

# Appendix B: Interview Transcripts

# Appendix C: Data Permissions

# Appendix D: Consent Forms

# Reference List