



**CHESSBOT**

**CHESSBOT INC.**

**INSPIRE, PLAY, MOTIVATE**



# CHESSBOT TEAM

“Innovating a classic game to accommodate for accessibility and disrupting the status quo for competitive chess” -ChessBot Team



**GERARDO  
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*Head of Design*



**NATALIE  
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*Project Management*



**CHRIS  
BRASIL**  
*Head of Production  
and Media*



**YUE  
HUANG**  
*Head of  
Programming*

# PROBLEM

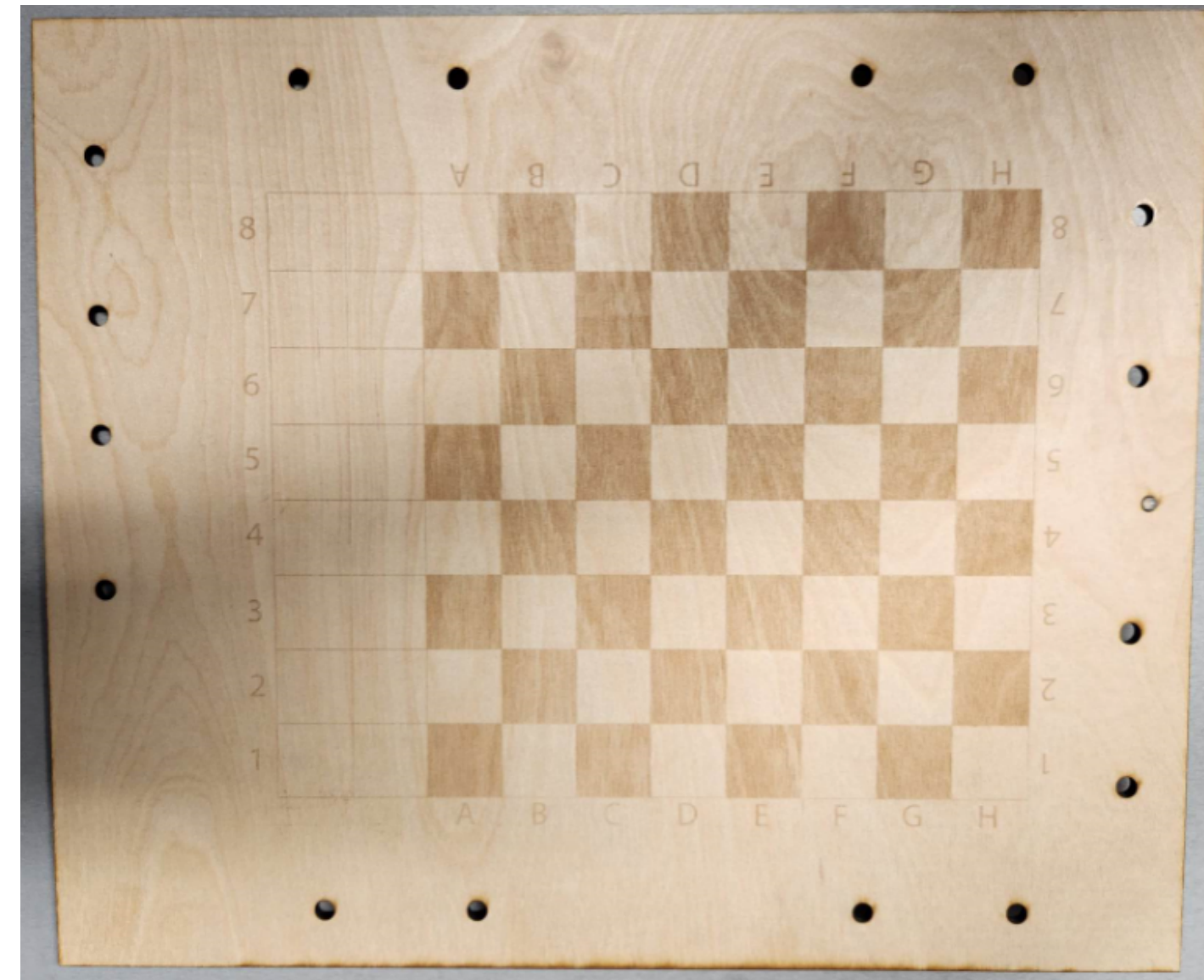
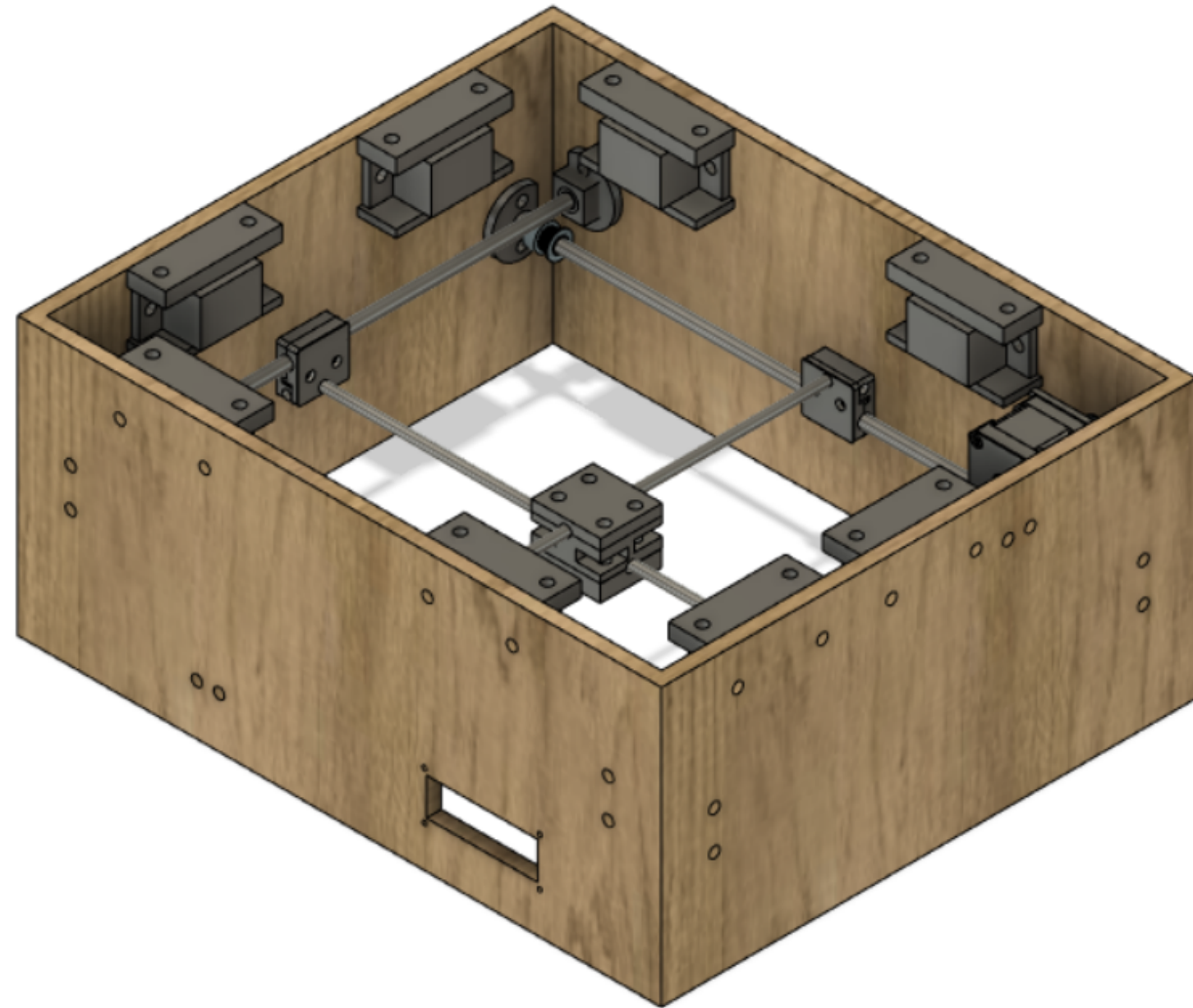
**CHESS IS FOR ALL**

**BUT PEOPLE WITH  
MOBILITY IMPAIRMENTS  
ARE DISADVANTAGED AT  
TOURNAMENT LEVELS**

# **SOLUTION**

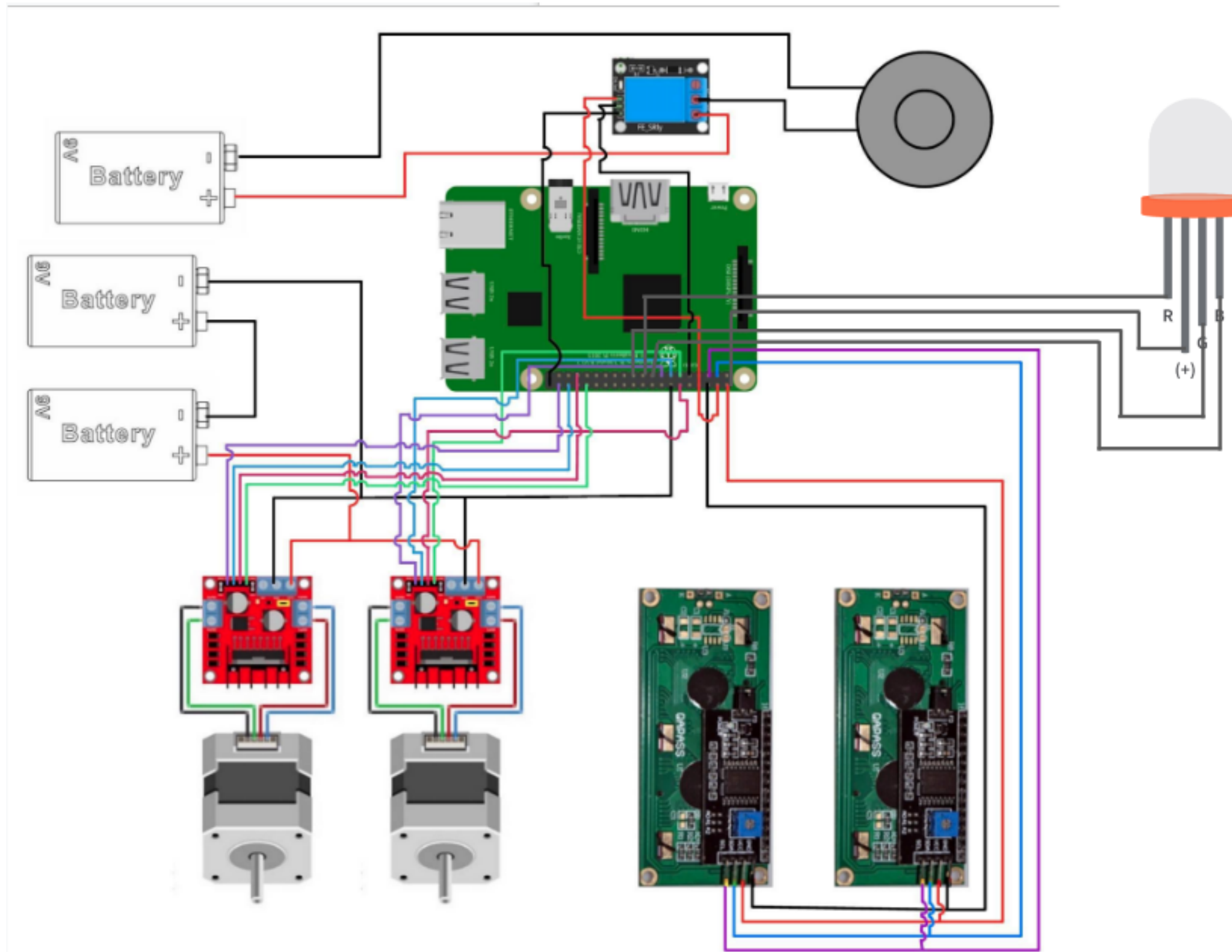
**A ROBOTICALLY  
CONTROLLED  
CHESSBOARD THAT  
UTILIZES VOICE  
RECOGNITION**

# CAD DRAWINGS

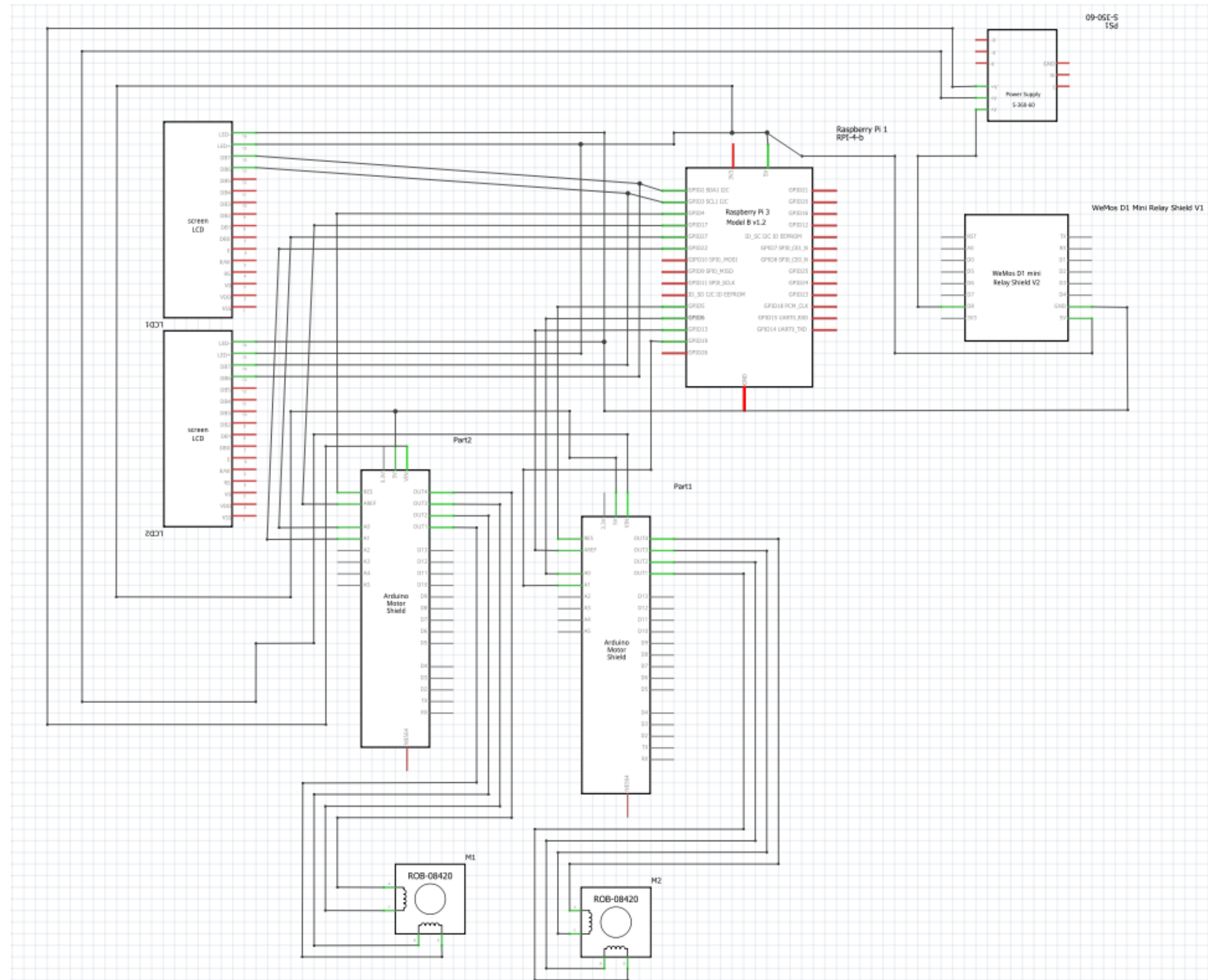




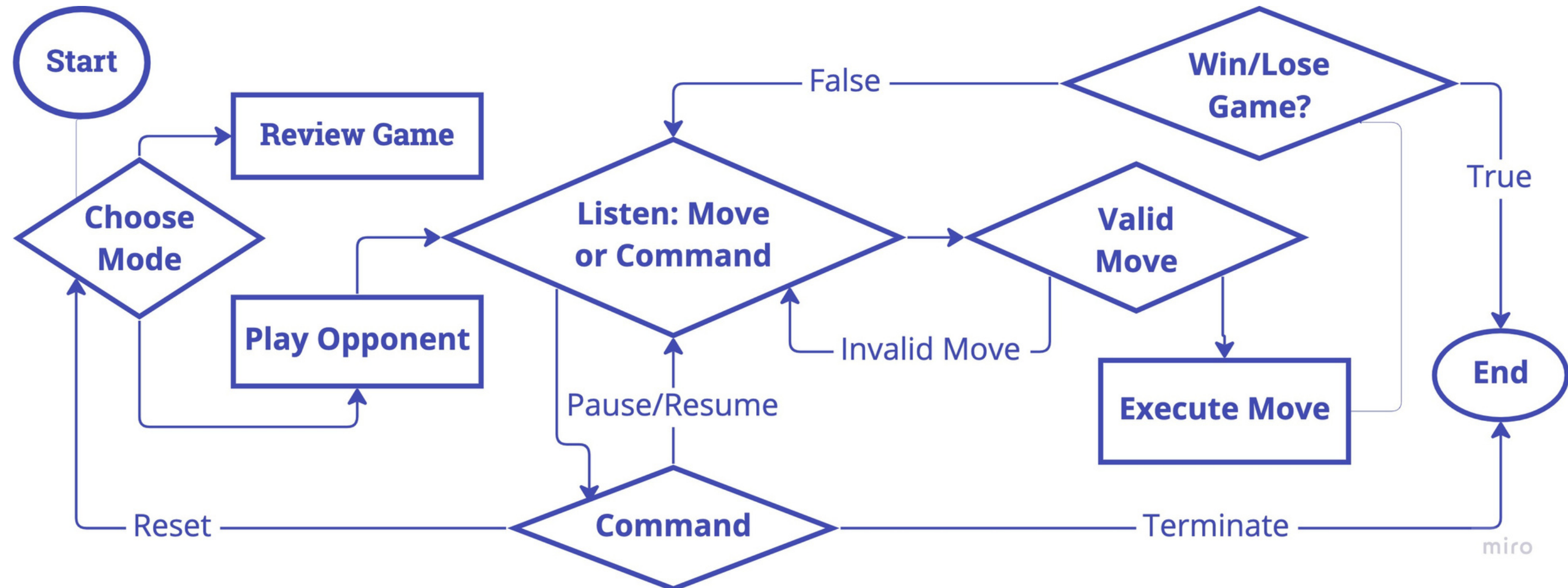
# CIRCUIT DIAGRAM



# SCHEMATIC DIAGRAM



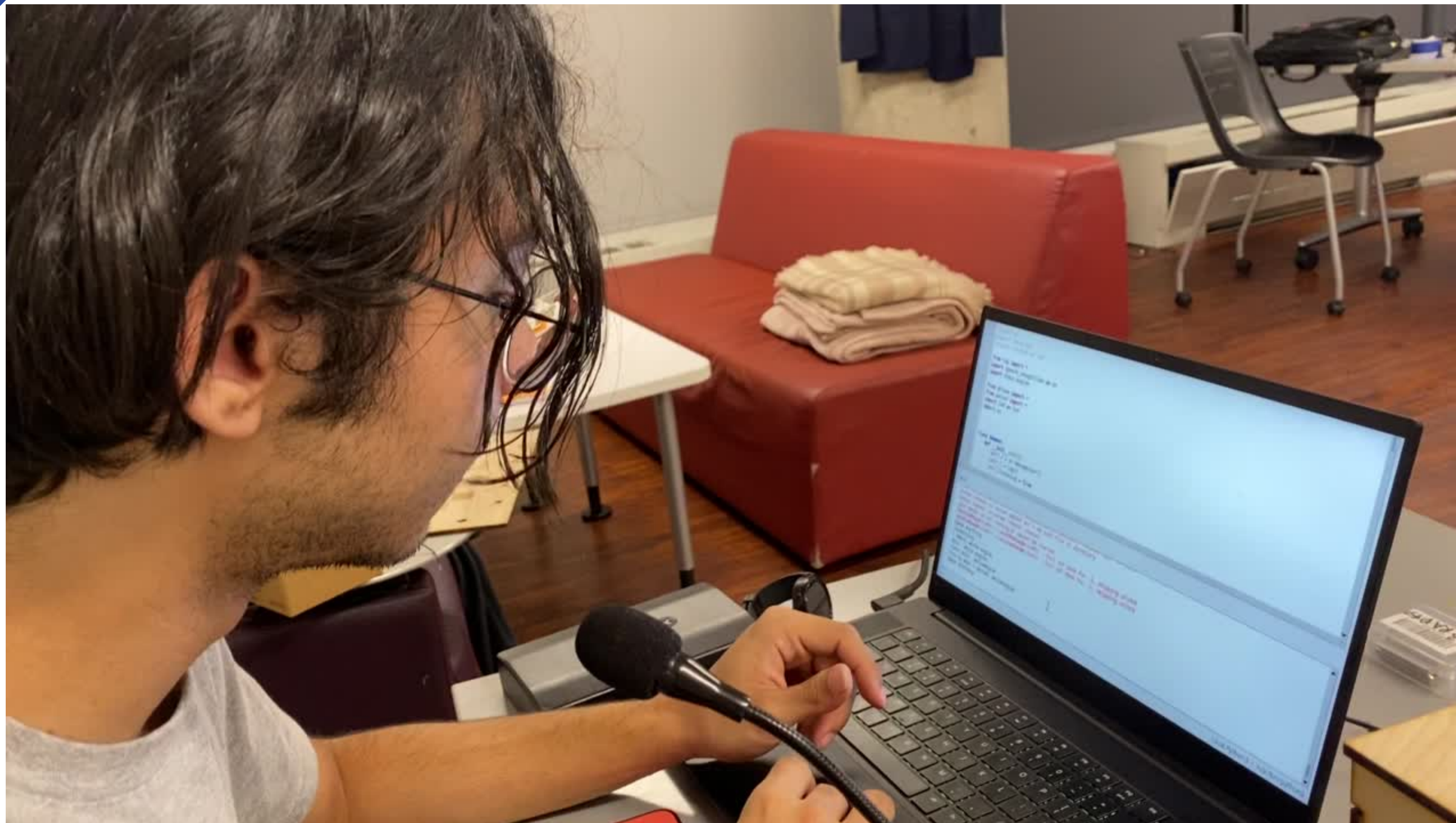
# FLOWCHART



miro





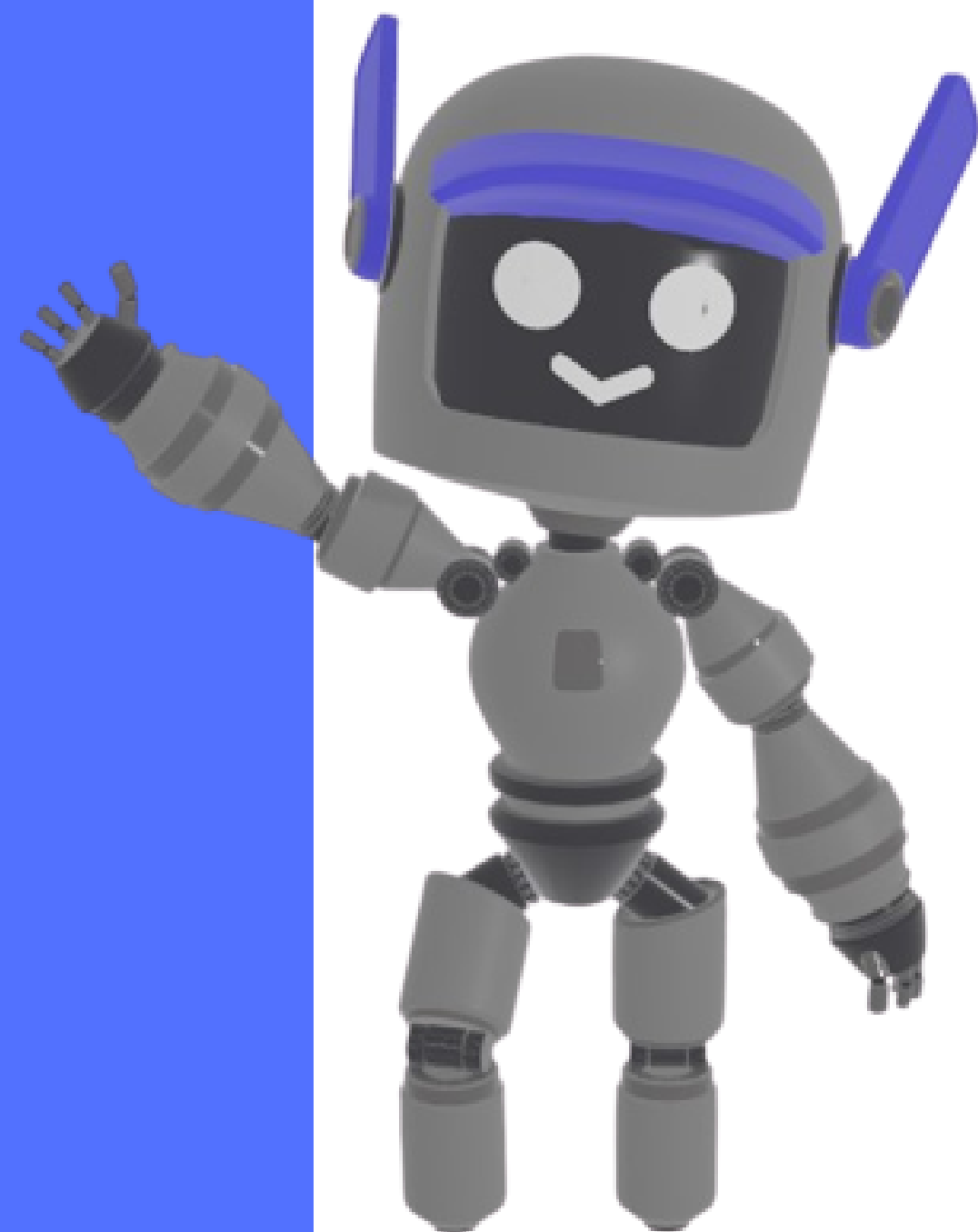


# Future Goals

**1 EXPANDING THE CHESSBOARD**

**2 IMPROVING HARDWARE**

**3 PARTNERING WITH USCF**



# WHY US?

**BUILT-IN FEATURES FOR  
QUALITY CHESS**

**ACCESSIBLE TO ANY SKILL  
RANGE**

**USCF-TOURNAMENT GRADE**



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