Human-Chessbot: Training a Neural Network to Play Chess Like a Human

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Abstract— This report presents the development and evaluation of Human-Chessbot, a neural network-based chess engine designed to play chess in a human-like manner. Unlike traditional chess engines that prioritize optimal play, this project focuses on creating an AI that mimics human decision-making patterns and playing styles.

Index Terms— Chess, Neural Networks, Machine Learning, Human-like AI, Deep Learning