**Endgame Prediction**

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**Project Objective:**

To predict the optimal number of moves in which white can win a game of chess, when the position of these three remaining pieces are given - white king, white rook and black king. We would use some of the classifier models discussed in class to come up with an optimal prediction.

**Dataset:**

We will be working on the dataset available in the UCI Machine Learning Laboratory website. The dataset has 28056 instances with six attributes (coordinates of the pieces) and a class variable for each instance.

<http://archive.ics.uci.edu/ml/datasets/Chess+%28King-Rook+vs.+King%29>

**Attributes:**

There are six attributes and a class variable for each instance in the dataset.

1. White King Column

2. White King Row

3. White Rook Column

4. White Rook Row

5. Black King Column

6. Black King Row

7. Optimal number of moves for white to win (0 to 16, or draw)

**References:**

Bache, K. & Lichman, M. (2013). UCI Machine Learning Repository [http://archive.ics.uci.edu/ml]. Irvine, CA: University of California, School of Information and Computer Science.