Making legal chess moves from observation

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What we want to build and why?

- Training a program to learn the rules of chess
- We want to do this by only observing moves from sample games
- If this goes well, we'll try to test the program's ability to make "smart" moves
  - Our dataset also has scores for each game, so the program will try to maximize its score
  - (i.e. play with some measurable strategy, not just random moves)
- Teaching by observation is a powerful way to train a program to learn a new skill and can save time for programmers from trying to write all the rules, especially corner cases
- These methods are used in training next generation A.I.s and mechanical robots

Where you will get the data?

- From Chess Game Dataset (Lichess) by Kaggle
- https://www.kaggle.com/datasnaek/chess

What models do you think you will use?

- Deciding between a Multilayer Perceptrons and a Convolutional Neural Network

How can you measure your results?

- Our goal is to use a validation program to check if our program only makes valid moves
- As for the smart moves, we will try to show that the program will improve it's score as it plays more games against the testing data