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MAIS 202

**Chess-ML**

*Deliverable description*

1. Dataset

I have chosen the Chess dataset from datasnaek on Kaggle.[[1]](#footnote-1) I would like to implement an iOS game that would play chess taught by a neural network. This dataset is good for that since it contains moves of thousands of games that the network could learn.

1. Methodology

This will be a game programmed in Swift in XCode, yet the machine learning algorithm in Python. The data set will serve as a learning example for the program, it will use the moves of each of the players and the information who won. I would like the graphics to also look somewhat reasonable, it should have all the features of a chess game. I will consistently test the code to see how well it is performing and before it is released on the Apple Store, I would like to test it on a couple of my friends to find any bugs and see how well it did.

1. <https://www.kaggle.com/datasnaek/chess> [↑](#footnote-ref-1)