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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 will play chess taught by a neural network. This dataset is good for that since it contains players’ moves in thousands of games that the network could learn.

1. Methodology

This will be a game programmed in Swift in XCode, yet I want the machine learning algorithm to be coded in Python. The chess data will serve as the learning dataset 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 the neural network 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 evaluate its results. Ultimately, the goal is for the game to beat me at a game of chess.

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