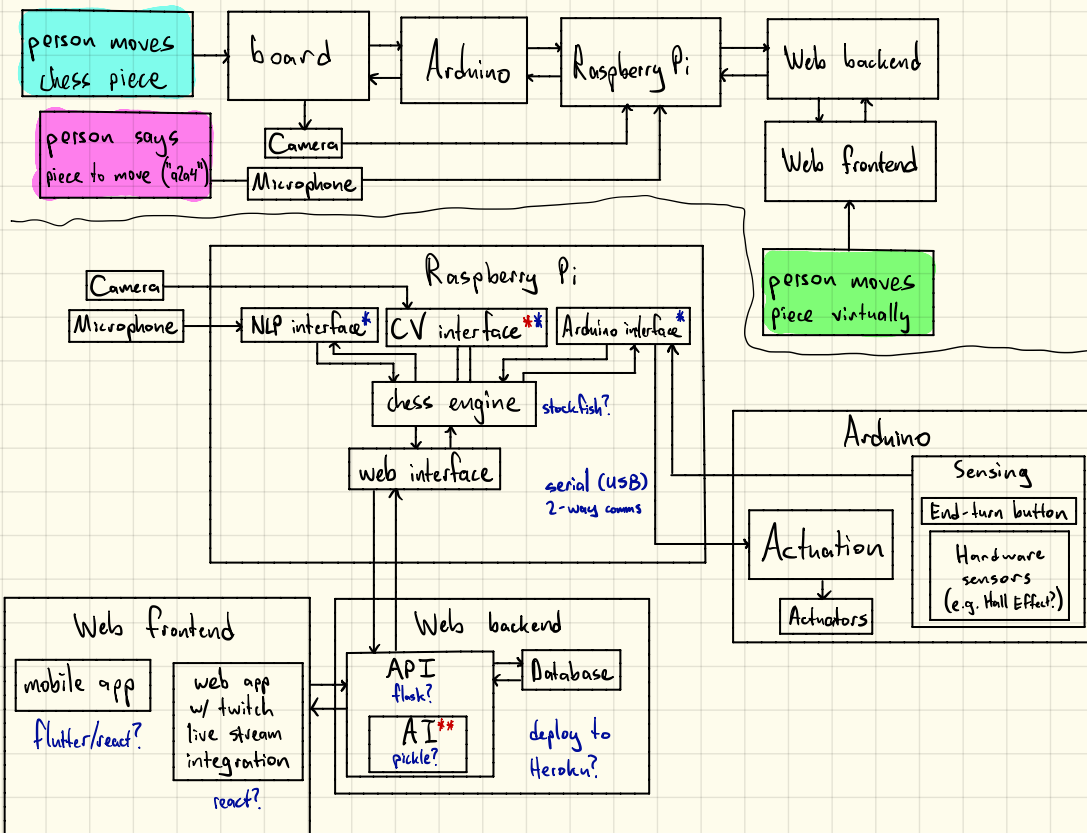


9/19/21 - Nashir

# MOCK SYSTEM DIAGRAM



Game mode should be specified at start of game so that we only consider 1 input pathway.

- 1) **voice** // Actuation system responsible for moving for both parties
- 2a) **web app** 2b) **mobile app** // Actuation system responsible for moving for both parties
- 3) **physical** // Actuation system responsible for moving for AI only

\* For CV subsystem to output a move, it needs to have both previous & current board state to output the difference. There needs to be error handling here for if more than one move is made at once.

\*\* This architecture only works for serving a static model. This would need to be updated for online learning, or model could be periodically trained offline w/ recorded game data.

\* Outputs move: "a2a4"