

# Augmented Reality Chess Engine Interface

- Due to the influx of new chess players, if they want to play with friends or people better than them they will not be able to learn that well. For these new people to enjoy chess they should be learning how to play it while playing.
- So far there are only have online chess practices with AI on computers and mobile devices. But there's no app designed to be used on phone to help with playing chess in real life.
- There are AR chess apps and there are chess engines but there is no overlap between the two, we aim to close this overlap by making an AR app that can scan a chessboard and suggest the best possible moves to the player.
- So far we have a semi-working AR chessboard that still needs some work.
- We noticed that players with AR assistance have more confidence and learn chess more efficiently while they are playing.
- Our next steps are making the AR chessboard snap to a real chessboard when pointed at as well as integrating stockfish into our app.



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