The goal of this project is to build an AI-powered tool that analyzes a user's Chess.com games and identifies personal weaknesses, such as problematic openings, frequent mistakes, and recurring patterns, then provides tailored insights and recommendations to help improve their play.

Objectives

- Let users input their Chess.com username
- Automatically fetch and parse all their past games using the Chess.com API
- Analyze:
    - Most common openings played against
      Openings they lose to the most
    - Mistakes/blunders/inaccuracies per game
    - Game outcomes, colors played, and move patterns
- Train a model to:
    - Identify trends and weaknesses
    - Provide actionable feedback

Core Features

- **Data Fetching**: Pull games via Chess.com API
- **Game Parsing**: Convert PGN files into structured data
- **Analysis Engine**:
    - Track win/loss/draw stats by opening
    - Detect recurring mistake types or move sequences
- **UI**:
    - Simple interface where users see personalized insights
    - Visuals like heatmaps, charts, or text-based summaries