Chess Intl Database - Write Up

Chess International Database

Image 1: Logo of the Web Application

This web application's main objective is to store and interact with information related to chess: chess players, chess games, chess openings, among others. It serves as a way to keep and easily retreive data, especially the chess games played.

As an administrator of this web application, it's cool to use since you can input the PGN (portable game notation) for the game you want to store, and compare it to the other chess matches that were stored in the database.

The main motivation of making this web app is to be able to analyze the games played by each players stored in the database, which chess openings they use the most (and win against opponents), and how they were able to win/lose using them.

Many features were planned to be included to this web application, but time constraints only yielded to basic features, like adding new players, time controls, openings, and matches; and also, to update a few of them. Features like updating the matches are not included since there really is no point in updating them (except for the fact that some games have details that changes as time pass by, i.e Soviet Union now Russia); though I'd love to add them to later versions (I doubt I will be able to).

None the less, designing and coding this application is a wild experience, as I was able to use all the tech stack that I learned for the past six months. Wishing to `push` this project up to the `master branch`.