(1) Project Title: Analysis of Chess Games and Chess Openings

(2) Team members: Sahib Bajwa, CSCI 4502

(3) Project description: I would like to take a look at and analyze large chess games data sets in order to determine how and when to use certain openings. An opening can be dynamic in that some openings are easier to play dependent on your skill level but weaker in overall structure. Being able to analyze this information can determine which is the best opening to play dependent on a number of other factors.

(4) Dataset(s) to be used:

20,000 + Chess Games Dataset from Lichess - [https://www.kaggle.com/datasnaek/chess (Links to an external site.)](https://www.kaggle.com/datasnaek/chess)

Potentially to be used:

FCIS Games Database - [https://www.ficsgames.org/download.html (Links to an external site.)](https://www.ficsgames.org/download.html)

3.5 Million Chess Games - [https://www.kaggle.com/milesh1/35-million-chess-games (Links to an external site.)](https://www.kaggle.com/milesh1/35-million-chess-games)

2016 Internet Chess Games - [https://data.world/thule179/2016-internet-chess-games (Links to an external site.)](https://data.world/thule179/2016-internet-chess-games)

(5) Potential tool(s) to be used:

Jupyter Notebook

Python - Pandas, Numpy, Matplotlib, Git