Project Title

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Games such as chess where there needs to be two players, can become a problem when there isn't a second person available to play as we have seen in these times of isolation due to COVID-19. Inspired by other robotic chess playing agents, we propose a portable, with less additional equipment robot using an ubiquitous approach to the board as well as offering an expansion for other board games and a coaching component.

Key Words: Artificial Intelligence, robotics, image processing, computer vision

INTRODUCTION

Test [CW19] Test2 [Rat+19]

PROPOSED METHODS

ANTICIPATED RESULTS

REFERENCES

[CW19] Andrew Tzer-Yeu Chen and Kevin I-Kai Wang. "Robust computer vision chess analysis and interaction with a humanoid robot". In: *Computers* 8.1 (2019), p. 14.

[Rat+19] Prabin Kumar Rath et al. "Autonomous Chess Playing Robot". In: *2019 28th IEEE International Conference on Robot and Human Interactive Communication (RO-MAN)*. IEEE. 2019, pp. 1–6.