THE TEAM

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Introduction
Design
Achievements
Conclusion
Problem/Solution

- Disabled Chess Player
- Lonely Chess Player
- Historic Game
- Automated Chess Board with Artificial Intelligence
- Chess Piece Movement Through App and Voice
- Aesthetically Pleasing Chess Board

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By The Numbers

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**Introduction**

**Design**

**Achievements**

**Conclusion**

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Percentage of Time Spent on Aspects of the Project

- Research: 4%
- Team Meetings: 7%
- Reed Board: 4%
- XY Table: 23%
- Documents: 10%
- Software: 15%
- Hardware: 37%

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Hours on Projects as the Year Progresses

- Research
- Team Meetings
- Reed Board
- XY Table
- Documents
- Software
- Hardware
Table Design

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Electronics
Obstacles Overcome – Piece Movement

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Obstacles Overcome – Electrical Noise

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Software

Chess Game

- Chess Board
- Chess Table
- I/O
- Chess Engine

Chess Board
- Pawn
- Rook
- Knight
- Bishop
- Queen
- King
- Chess Piece

Chess Table
- XY-Table
- Magnet
- Motors
- Reed Board

I/O
- Bluetooth
- Microphones
- LED Matrix
- Buttons

Python Chess
- StockFish

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Obstacles Overcome – Software

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AI Working

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Voice Control Working

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Thank You

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