WIRELESS-CONTROLLED INTERNET CHESS GAME
Final Year Project 2002-2003

Group Members:
- Chan Wai Fat
- Mak Tat Yuk
- Tse Kai Shing

Supervisor:
- Professor Chi-Ying Tsui

Co-Supervisor:
- Professor Roger Shu-Kwan Cheng

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Introduction

With the rapid development of the Internet, a lot of web-based chess games have been developed. But the main problem of these chess games is that players cannot play with real pieces and this makes them unrealistic and less interesting. In the market, real chessboards with artificial intelligence already exist but they cannot be connected to the Internet. By utilizing the advance technology of Infrared Communication, Wireless-controlled Internet Chess Game can be achieved.

Aims and Objectives

The goal of this project was to produce a wireless chessboard, which can be played on the Internet. The project consisted of two parts, the first part was a chess programme, which can be connected to the Internet and communicate with the chessboard. The second part was the chessboard, which consisted of a wireless transceiver connecting the computer and the chessboard. By implementing a wireless chessboard, users can enjoy playing chess by not necessarily sitting in front of a computer. Furthermore, we also want to provide a user-friendly chess programme that users can play with his/her friend who is not in the same place.
Results

Transceiver at Computer Side

Wireless Chessboard with Transceiver

Infrared

Com Port

Computer Chess Programme

Inside the Chessboard

Address display on LCD

Moving a piece

The corresponding piece Movement shown on the Chess programme