

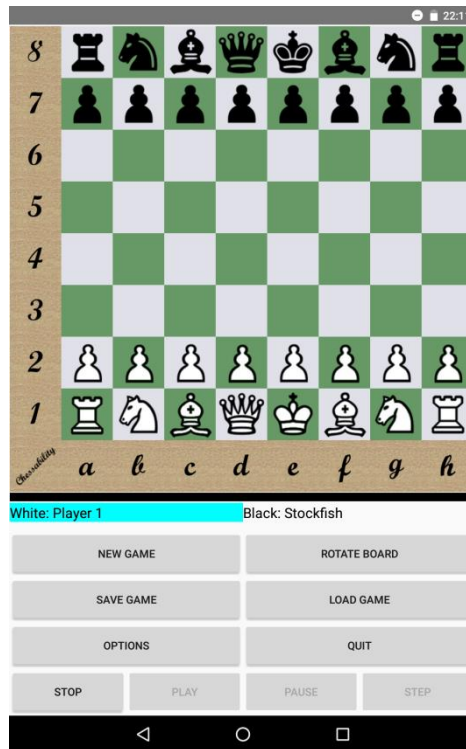
## Chessability

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### ABSTRACT

Chessability is designed as a competent mobile chess game with a focus on the competitive experience. While it contains the standard functionality that would be expected for a mobile chess application, it also provides a unique feature which allows the user to set the chess engine difficulty by Elo rating. Rather than a difficulty setting with an arbitrary value (easy, medium, hard, etc.), it makes chess engine performance comparable to that of a real-life human player. This enables a playing dynamic whereby a user can select the computer to be their chess opponent and play at a measurable level worthy of a human opponent. This paper will explore and discuss this unique feature of Chessability.



**Figure 1.** The Chessability game screen

M Wells, Chessability, *Proc. 13<sup>th</sup> School Conf. for Annual Research Projects*, V F Ruiz (Ed), pp. xx-yy, University of Reading, 24th May 2016.