

Chinese chess robot with real time interaction and environment setup for AI recognition – City University Of Hong Kong



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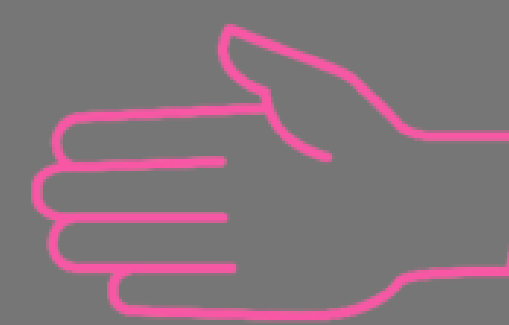
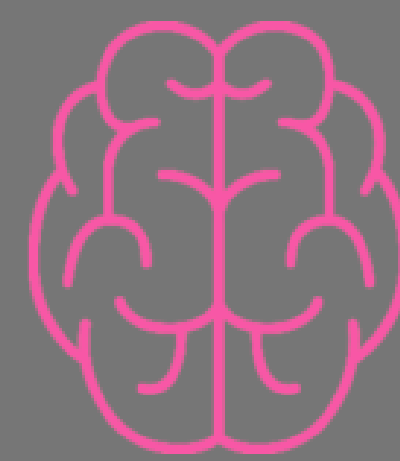
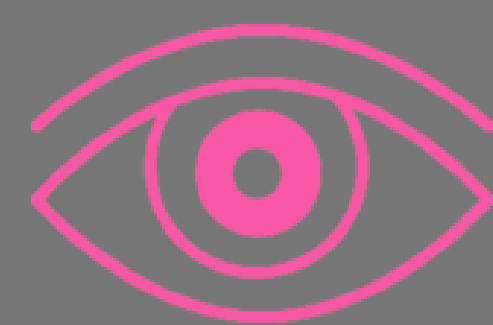
Student: Ng Chin Pang

Programme: BEngE

EE Supervisor: Dr YT Chow

Objective/Background

- *Chessboard Reading*
- *Move Calculation*
- *Move Performing*
- *Environment Preparing*



Methodology

- *Smartphone Camera*
- *Electromagnet*
- *Modified Chinese Chess Piece*
- *Python With Chess Engine*

Results/Application

Photo Captured from Smartphone

- *Picture Sent to Laptop With Sync*
- *Image Processing and Recognition*
- *Perform The Moves With XY Plotter*