

A STUDY ON ARTIFICIAL INTELLIGENCE AND 3D ANIMATION CONCEPT TO DEVELOP A CHESS GAME

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ABSTRACT

This project mainly focuses on implementing 3D technology, which includes simple 3D animation and artificial intelligence concept to develop chess game. This study is conducted to understand various kinds of aspects and features such as better 3D graphics and animated chess set that can be developed in the game. A research on 3D technology would be done in order to find out new methods and techniques on developing and animating the 3D object of this project. Nowadays, many people have started to get bored of playing chess because of the outdated features. For this reason, this project aims to produce animated and motionless characters of the players about the game, especially who never play chess game before. Since it requires knowledge and skills, most players such as kids do not like to play this game. Apart from that, almost every command of the game can be initiated using simple mouse based interface and other options such as undo move and help. Furthermore, this game also provides options that allow players to choose who they want to play with such as human vs. human and human vs. computer