

ABSTRACT

The traditional way of play Checkers is through a paper-board or in nowadays, the advance technology already enables this game to be played on a computer or any portable gaming devices. But with a paper-board Checkers to be played during travel time is not suitable as the Checkers pieces do not stay in the position when the placement not stable or vibration occurs. For those portable gaming devices or computer are usually played with the computer Checkers programmes store inside. Thus, in order to play with human and overcome the troublesome of paper-board Checkers, this system is created, *Electronic Checkers*.

This system is a stand-alone unit, and the whole system is powered by a battery. It is constructed with LEDs, 7-segment LEDs and LCDs display, input through a set of keypad dedicated for this system, and some other supportive components, moreover it need a brain to take control for the entire system, that is the microcontrollers, it helps to coordinate all the functions in this particular system for it able to function just like a normal Checkers game.

Electronic Checkers is a system that aim on portable and can be played during the time of travel. For future enhancement, it can be integrated into a much smaller hand-held device. As a remark, this prototype and its outcomes have conformed majority of the objectives of the project.