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#### Motivation

- To create a remake of a classical game that could inspire more people to play by adding features that'll make it more fun and creative.
- A smaller version of the wizard's chess from Harry Potter.



## Objectives

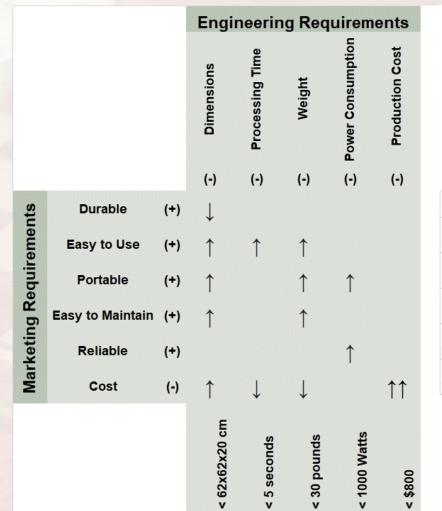
- Autonomous, Voice-Controlled Chess Board
  - Players use voice commands to move pieces.
- Electromagnet
  - Moves the physical piece to desired location.
- Player vs. Player

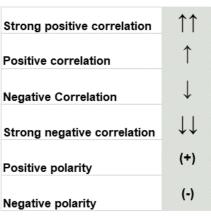




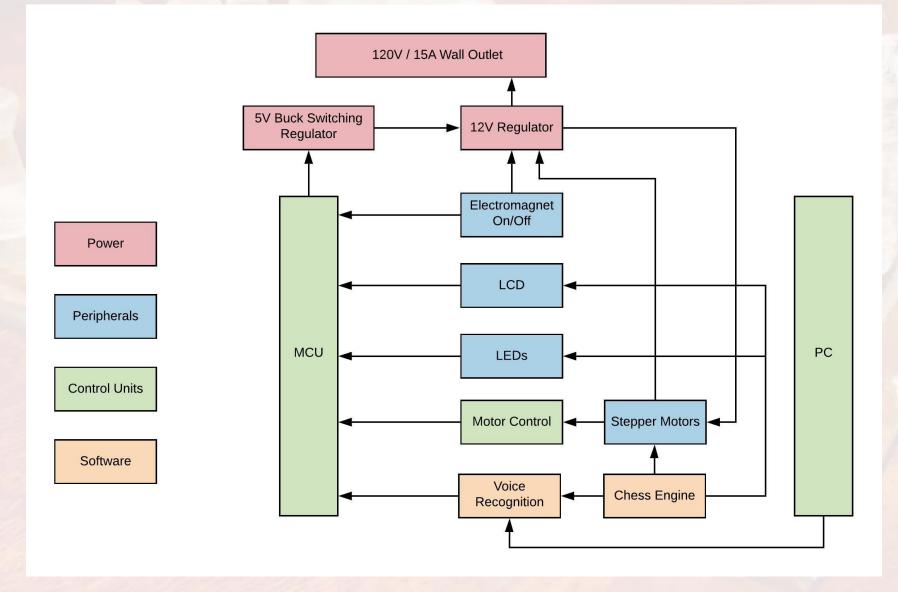
#### Requirements

 The project design approach and parts selected were chosen so that they comply with these requirements.



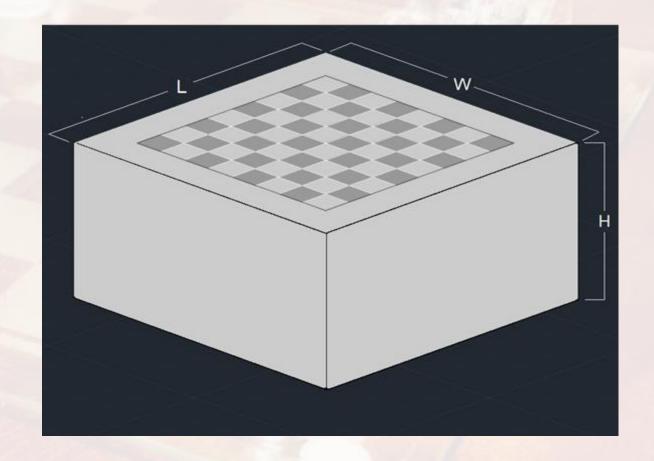


# Project Block Diagram



# Chess Board Housing

- Length x Width x Height :
  - 650mm x 650mm x 200mm
- Volume:
  - 84,500 cm<sup>3</sup>
- Weight
  - Enclosure 12 lbs
  - Playing Surface 3 lbs
  - Total 15 lbs



#### Chess Board Enclosure

- Sande Plywood
  - 4x8 sheet
  - Marine plywood
    - water resistant
    - Strong and light weight
- The enclosure houses all of the hardware and electrical components



## Chess Board Playing Surface

- The playing surface consist of a plexiglass chess board surrounded by a wooden boarder.
  - The plexiglass sheet chosen is a thickness of 2mm allowing for the electromagnet to grab each piece with ease while also not compromising the structural integrity of the chess board.
- Playing Surface
  - 300 x 300 mm
- Border
  - 175 mm

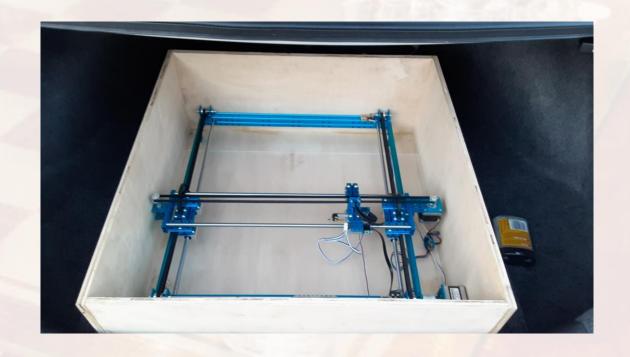
#### XY-Plotter Location and Position

#### Location

- Within the chess board enclosure
- Brackets used to mount XY-Plotter towards top

#### Position

- Positioned upside down with respect to designed orientation
- Electromagnet facing up towards the playing surface



## Chess Piece Specifications

- Chess consists of 32 playing pieces in a complete set
  - 16 Chess pieces for each side

| Piece      | Height (mm) | Diameter (mm) | Weight/Piece (g) |
|------------|-------------|---------------|------------------|
| King (2)   | 32.5        | 12.7          | 70.8             |
| Queen (2)  | 31.75       | 12.7          | 62.5             |
| Bishop (4) | 26.98       | 12.7          | 50.0             |
| Knight (4) | 23.8        | 12.7          | 41.6             |
| Rook (4)   | 20.64       | 12.7          | 37.5             |
| Pawn (16)  | 19.8        | 12.7          | 33.3             |

## Chess Piece Magnetization

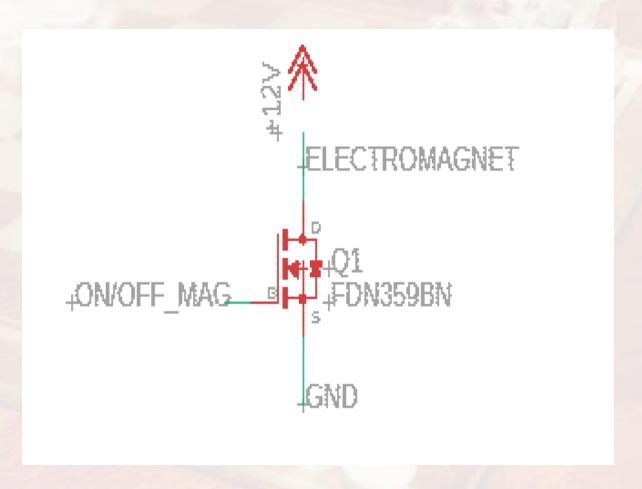
- Since the chess pieces are wooden, metal needs to be implemented into them to make them attract to the electromagnet.
- Each chess piece has a circular hole located at the base.
- Small metal BBs will be glued inside the pieces.
- This allows the electromagnet to attract the pieces.



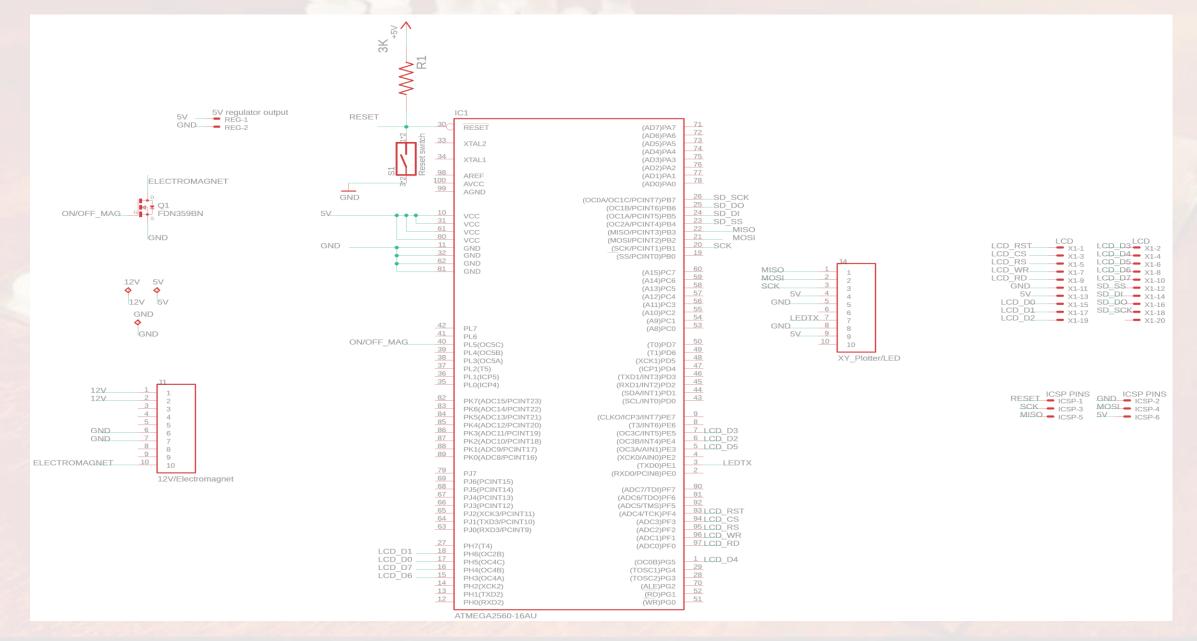


## Electromagnet Specifications

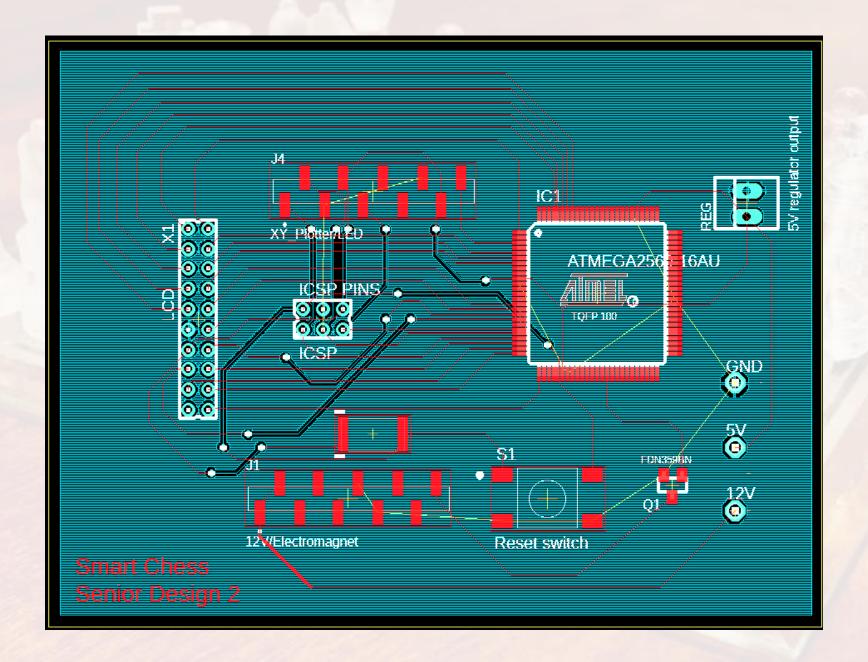
- 12V electromagnet
   180N lifting force magnet
- Used in conjunction with a MOSFET in order to easily switch the electromagnet on and off
- N-channel Power MOSFET capable handling a Drain-Source voltage of 30V, and a current of 2.7A



#### Schematic



#### PCB

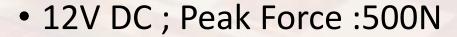


## Testing

Electro-magnet and piece testing

Voltage:12V Peak Force: 50N

Overall Size: 25\*20mm/1\*0.8inch



Overall Size: 50 x 27 mm /1.97 x 1.06 in.

• 12V DC; Peak Force: 180N

• Overall Size : 34 x 18 mm / 0.7 x 1inch











## Power System

- A 120V AC wall outlet will be used to power the project
- An adapter will convert the 120V AC into 12V DC
- A buck regulator drops the 12V down to 5V
- A 12 V power rail will power components such as the Electromagnet
- A 5V source will be provided from the regulator to power other components such as the microcontroller, LCD and the LEDs

#### LCD

- ELEGOO Uno R3 (ATmega2560 Compatible).
- To be informed, visually, what the software is saying.



| Specifications             | Description                 | Units                  |
|----------------------------|-----------------------------|------------------------|
| Display Type               | 2.8 inch TFT LCD Module     | -                      |
| Glass Type                 | TFT                         | -                      |
| Display Resolutions        | 240 x 320                   | Pixels                 |
| Backlight                  | 4 chip Highlight white LEDs | -                      |
| Control IC                 | ILI9341                     | -                      |
| Interface                  | 8 Bit Parallel Interface    | -                      |
| PCB Module Size            | 78.22 x 52.7                | Millimeters            |
| LCD Area (W x H x T)       | 50 x 69.2 x 2.5             | Millimeters            |
| Active Area (W x H)        | 43.2 x 57.6                 | Millimeters            |
| Module Weight              | 1.67                        | Ounces                 |
| Power Voltage              | 5                           | Voltage Direct Current |
| <b>Current Consumption</b> | 120                         | Milliamperes           |

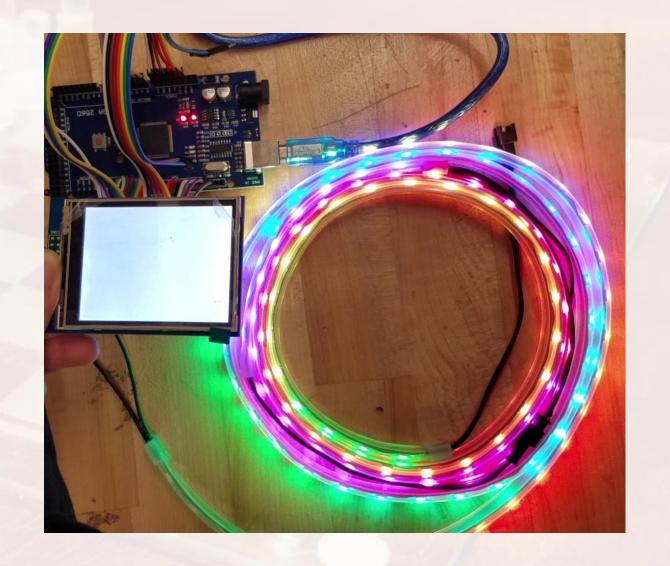
## LCD Interface Definition



| LCD Pins | Arduino 2560 Pin | Instruction                 |
|----------|------------------|-----------------------------|
| LCD_RST  | A4               | Reset Signal                |
| LCD_CS   | A3               | Chip Select                 |
| LCD_RS   | A2               | Command/Data Select         |
| LCD_WR   | A1               | Write Signal                |
| LCD_RD   | A0               | Read Signal                 |
| GND      | GND              | Power GND                   |
| 5V       | 5V               | Power VCC                   |
| 3V3      | 3.3V/NC          | Not Connected               |
| LCD_D0   | 8                | LCD Data Bit0               |
| LCD_D1   | 9                | LCD Data Bit1               |
| LCD_D2   | 2                | LCD Data Bit2               |
| LCD_D3   | 3                | LCD Data Bit3               |
| LCD_D4   | 4                | LCD Data Bit4               |
| LCD_D5   | 5                | LCD Data Bit5               |
| LCD_D6   | 6                | LCD Data Bit6               |
| LCD_D7   | 7                | LCD Data Bit7               |
| SD_SS    | 10               | SD-Card Chip Select Signal  |
| SD_DI    | 11               | SD-Card SPI Bus MOSI Signal |
| SD_DO    | 12               | SD-Card SPI Bus MISO Signal |
| SD_SCK   | 13               | SD-Card SPI Bus SCLK Signal |

#### LEDs

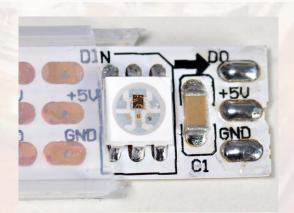
- For aesthetics and more entertaining game.
- When pieces are killed or promoted, or when the game is starting or ending, the LEDs will go off.



#### LEDs

- NeoPixel by Adafruit
- Each LED chip can be addressed and controlled individually.
- Low power consumption, bright, flexible, and low temperature.

| Specifications                | Description                | Units        |
|-------------------------------|----------------------------|--------------|
| Model                         | WS2812 Strip 5050 RGB Chip | -            |
| Input Voltage                 | 5                          | VDC          |
| LED Quantity                  | 60 Piece RGB SMD 5050      | Per Meter    |
| Wavelength                    | R: 650 ; G: 520 ; B: 460   | Millicandela |
| Product Dimension (L x W x H) | 1000 x 10 x 3              | Millimeters  |
| Lifespan                      | >50,000                    | Hours        |



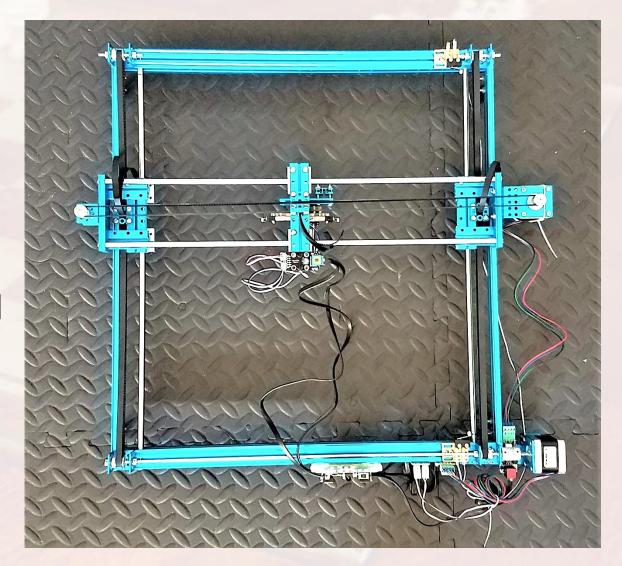
## Microcontroller Specifications

- ATmega2560-16au
- Low power 8-bit microcontroller
- Executes powerful instructions in a single clock cycle
- Achieves throughputs approaching 1 MIPS per MHZ

| Microcontroller Information |                 |  |  |
|-----------------------------|-----------------|--|--|
| CPU speed                   | 16MHz           |  |  |
| Program Memory Size         | 256KB           |  |  |
| RAM Memory Size             | 8KB             |  |  |
| Number of I/O's             | 86              |  |  |
| Embedded interface          | I2C, SPI, USART |  |  |
| Supply Voltage Max          | 5.5V            |  |  |
| Supply Voltage Min          | 4.5V            |  |  |

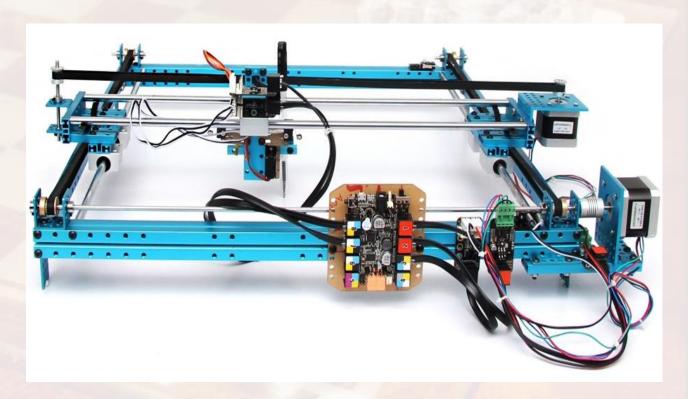
#### XY-Plotter Robot Kit V2.0

- The XY-plotter is used to move the pieces across the board.
- An XY-plotter is used to draw images from a bitmap; there is a clamp that holds a writing utensil.
- An electromagnet will be attached instead and be used to move the pieces across the board.



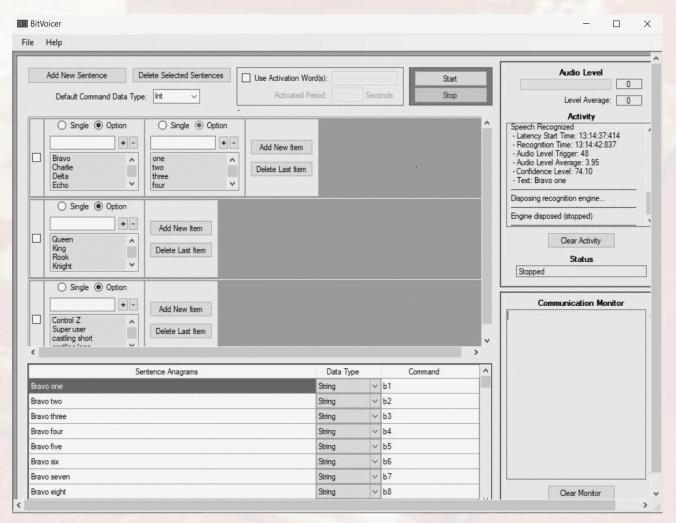
#### XY-Plotter Robot Kit V2.0

- The plotter is controlled via Gcode, typically used for CNC.
- A coordinate grid will be created of the chess playing surface and a script will be written that converts the voice commands to G-code instructions.
- This will cause the stepper motors to move the electromagnet appropriately.



## Voice Recognition Software

- BitVoicer is an app that analyzes audio streams and identifies words or sentences.
- Only relevant words are recognized.
- Audio is compared to the library of relevant words and the closest sounding sentence is chosen.



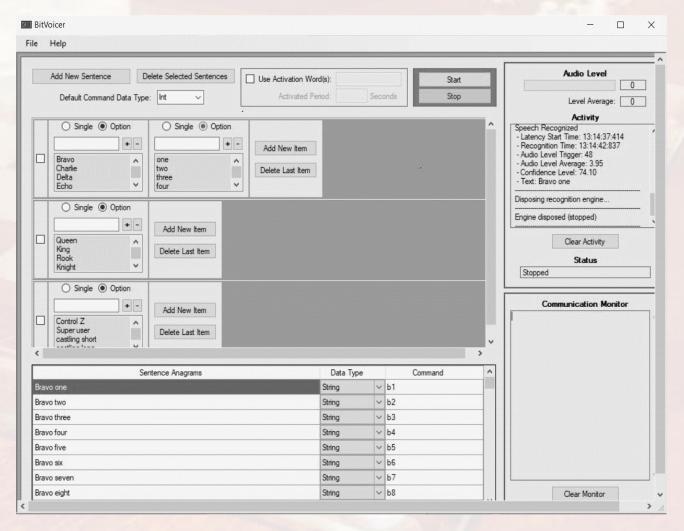
#### Voice Recognition Software cont.

- The NATO Phonetic Alphabet is used to disambiguate letters that sound similar
- i.e. B, C, D, E, G
- This improves accuracy

| Latin Alphabet | NATO Phonetic Alphabet | Phonetic Pronunciation |
|----------------|------------------------|------------------------|
| Α              | Alfa                   | (AL-FAH)               |
| В              | Bravo                  | (BRAH-VOH)             |
| С              | Charlie                | (CHAR-LEE)             |
| D              | Delta                  | (DEL-TAH)              |
| Е              | Echo                   | (ECK-OH)               |
| F              | Foxtrot                | (FOKS-TROT)            |
| G              | Golf                   | (GOLF)                 |
| Н              | Hotel                  | (HOH-TEL)              |

#### Voice Recognition Software cont.

- Recognized words are converted to commands and sent to a microcontroller.
- The commands are then run through a chess engine which analyzes move legality.



## Chess Engine

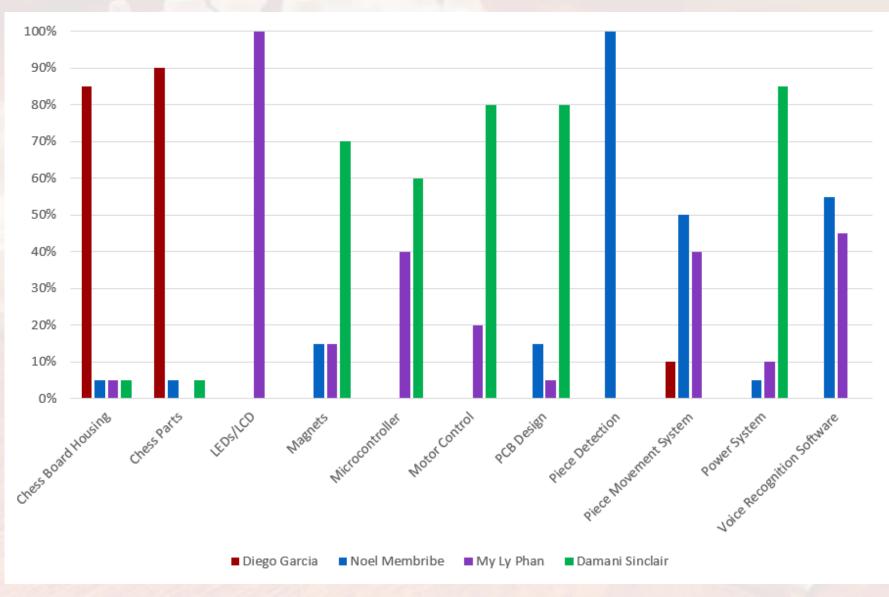
- A chess engine is a program that analyzes chess positions and generates a move or list of moves that it considers as strongest.
- The engine shown in the image stores pieces using a mailbox array.
- All chess engines function based on a set of algorithms including minimax and alpha-beta pruning.

```
tscp> d
 rnbakbnr
 RNBQKBNR
 abcdefgh
tscp> a2a4
tscp> d
 rnbakbnr
 RNBQKBNR
 abcdefgh
tscp> a8a7
Illegal move.
```

# Quick Recap of Software

- Voice recognition software takes voice commands from player.
- Commands are converted to instructions and sent to microcontroller.
- Microcontroller is running chess engine program on it, takes in instructions as an input.
- If the move is legal, then a G-code instruction is generated and sent to the XY-plotter.
- XY-plotter executes the code and the chess move that the player requested is performed.

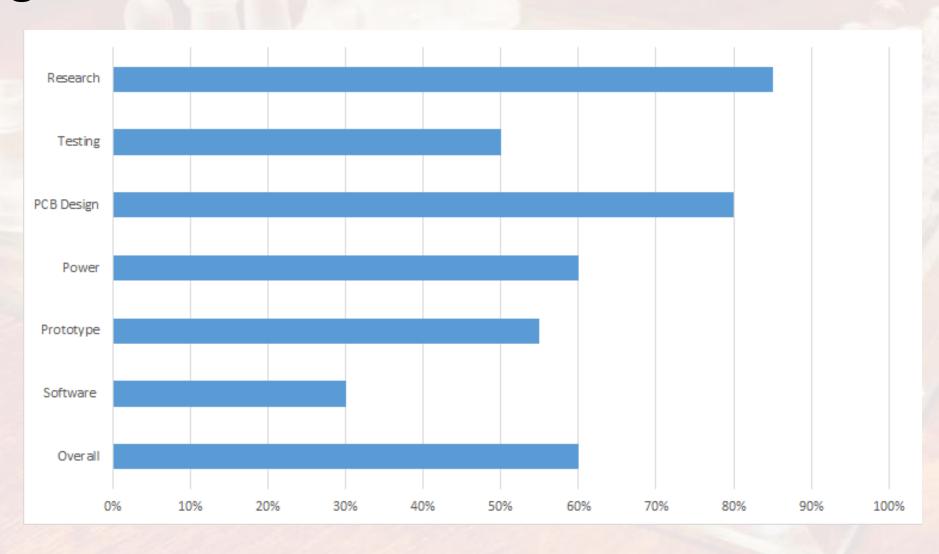
## Project Management



# Project Budget and Financing

| ltem                                 | Price    | Quantity | Tax & Shipping | Subtotal |
|--------------------------------------|----------|----------|----------------|----------|
| Plywood                              | \$35.95  | 1        | \$2.52         |          |
| Plexiglass                           | \$29.78  | 1        | \$2.08         | \$31.86  |
| Chess Piece Set                      | \$15.00  | 1        | -              | \$15.00  |
| ATmega 2560 Microcontroller          | \$10.24  | 3        | \$8.99         | \$19.23  |
| Generic Sunfounder Development Board | \$13.99  | 1        | -              | \$13.99  |
| XY-Plotter                           | \$299.99 | 1        | -              | \$299.99 |
| Electromagnet                        | \$12.00  | 1        | -              | \$12.00  |
| Voltage Regulator                    | \$2.20   | 1        | \$4.81         | \$7.01   |
| Standard Power Outlet                | \$6.86   | 1        | -              | \$6.86   |
| PCB Manufacturing                    | \$35.45  | 1        | -              | \$35.45  |
| LEDs/Cosmetic Lights                 | \$24.95  | 1        | -              | \$24.95  |
| LCD Screen                           | \$15.99  | 1        | -              | \$15.99  |
| Microphone                           | \$5.49   | 1        | -              | \$5.49   |
| Speakers                             | \$11.99  | 1        | -              | \$11.99  |
| Miscellaneous                        | \$14.70  | -        | \$1.03         | \$15.73  |
| Total                                |          |          |                | \$554.01 |

# Progress



## Project Difficulties

- How to make the Bit voicer, Microcontroller and the XY- plotter to work in unison
- How to communicate between the computer and XY-plotter
- How to get the LCD and LEDs to work with Bitvoicer and the chess engine.

