DEVELOPMENT OF GO for the Visual Impairment
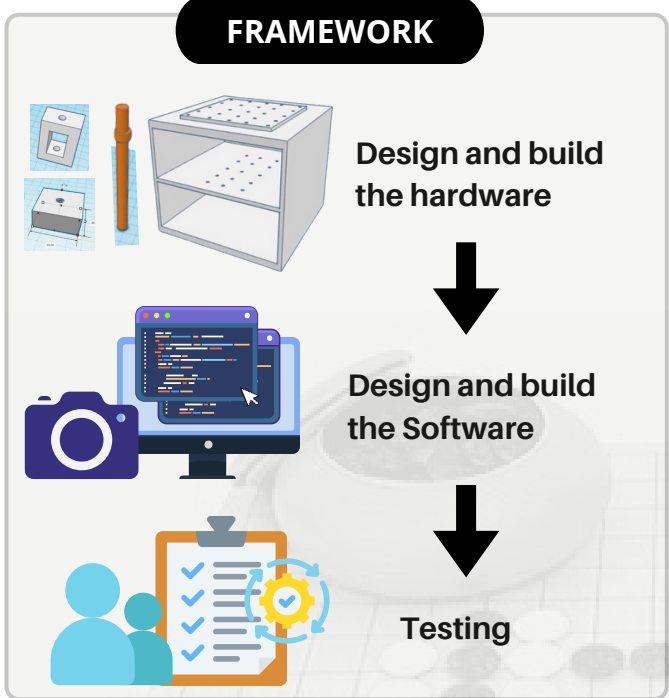
INTRODUCTION

FRAMEWORK

Design and build the hardware

↓

Design and build the Software

↓

Testing

RULES

1 Start with an empty board

2 Each player taking the black stones, the other taking white

3 Use the stones to form territories by surrounding vacant areas of the board

4 The player with the larger total of territory is the winner

FUNCTIONS

STONES
with braille & holes to attach with board

LOCATION SOUND
display matrix location

GAME SITUATION
8 & 16 stones : display overview of the game

FIND THE WINNER
by image processing

CONCLUSION

- useable board and stones
- sound location **100%**
- notify game situation **92%**
- calculate final score **80%**

Developed by **Thitipha Simtama**
Phichayaphon Namman
Princess Chulabhorn Science High School Mukdahan