Elo Worldle, a framework for teaching the children about weak chess engines

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Abstract

I see what I infer to be a mountain. In the center of the mountain, I infer that there is something. In the spirit of, I go to check my inferences. The mountain grows farther. I turn again. The mountain grows closer. I infer that a smile grows across my face. There is a tree. I infer that there is a tree. I am wrong.

Abstract

Numerous studies[1] have shown that it is impossible to learn without video games. Many of the children know little about bad chess engines. There is no videogame. The author seeks to rectify this.

Motivation

Before the advance of the action-packed, educational digigame Wordle[3], the vast majority of 'Merican highschool students were unaware that words even were. Similarly, Worldle[4] ushered in a new age of international politics, as now the world's elite ('Mmerican highschool students) were aware of nations. Most famously, LFMan helped the kids to learn.[5] Time and time again, video game makes the kids know.

Most people believe vocabulary, geography, and dependent lambda calculus are the only things that the children need to know, but this is not the case; knowledge of bad chess algorithms is projected to be the new literacy by 2011.[6]

To assess the current literacy rates in the 'Nited 'Tates, we[7] performed a survey of ten random 'Mmerican highschool students[8] and found them all to be illiterate. In addition, we[9] did an in-depth analysis of the view count of https://www.youtube.com/watch?v=DpXy041BIlA and found it to be less than half the population of the 'Ited 'Ates! We asked a sentient chatbot[10] for its analysis on the matter:

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[1] TODO: academic integrity, citations, not-lies, etc are valuable[2]

[2] https://www.marxists.org/archive/marx/works/1867-c1/appendix.htm

[3] https://www.nytimes.com/games/wordle/index.html

[4] https://worldle.teuteuf.fr/

[5] http://spacebar.org/lfman/

[6] See generally Orin S. Kerr, A Theory of Law, 16 G REEN B AG 2 D 111 (2012).

[7] I

[8] $R = 0$, I don't make mistakes.

[9] I

[10] https://pyrope.net/2023.pdf

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* Given that Youtube Video has less views than half the population
of the 'Ted 'Tes, is it possible that every 'Mmmmerican high school
student has watched it?
> It is nice to be chatting with you.
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It is clear that a Video Game is needed. However, terrifyingly, in my extensive research,[11] I was unable to find a single game that taught the children how to recognize what bad chess engine they are playing against? Whaaaat!?

Implementation

After a few hours of frustration, implementation went relatively smoothly. Each engine was implemented as a Typescript[12] function, using the laziest possible interpretations of the descriptions in http://tom7.org/chess/weak.pdf.[13] An ideal implementation would simply port the original, but there is no way to do that.[14] It's impossible.[15] The Javascript ecosystem, notorious for it's lack of libraries, did have a chess library[16] and a chessboard library[17] both of which the author (ab)used greatly.

Color Pickings

As is standard practice[18], what colors were picked and from where are listed below:

- #86A666 "Dark Square Color": http://tom7.org/chess/

- #FFFFDD "Light Square Color": http://tom7.org/chess/

- #3A3A3C "FAIL Color: Rad Variation": https://www.nytimes.com/games/wordle/index.html

- #538D4E "WIN Color: Rad Variation": https://www.nytimes.com/games/wordle/index.html

Conclusion

Having made a game that will the children the learn, my life is complete. I can now choose to roam the earth as an empty husk, searching eternally and pointlessly for some new purpose, or I can become a robot ghost.

Oh, you want to actually play the game? Are the numerous, gorgeous screenshots I have provided simply not enough? Fine, but you're going to have to work for it. In this sentence, there is a hidden link to the game

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[11]

[12]https://isocpp.org

[13]For example, 'equalizer' is complete garbage because it is based on piece *type* instead of the actual piece, which makes it completely boring and extremely difficult to identify.

[14]https://sourceforge.net/p/tom7misc/svn/HEAD/tree/trunk/chess

[15]https://sourceforge.net/p/tom7misc/svn/HEAD/tree/trunk/chess/player.cc

[16]https://www.npmjs.com/package/chess.js

[17]https://www.npmjs.com/package/gchessboard

[18]https://en.wikipedia.org/wiki/Standards_%26_Practices_(album)

https://elo-worldle.pyrope.net. And, in this sentence, there is a hidden link to the source code (which is technically also in the last link but it would be annoying to find everything) https://git.pyrope.net/mbk/elo-worldle/.

okay bye i love you