Aneesh:

* ChessPanel - GUI, making sure buttons work, changing images for buttons when a piece is moved
* ChessDriver
* Pawn, Knight, Queen classes

Omkar:

* ChessBoard - basic move logic, switching turns, highlighting legal move squares, only allowing legal moves
* Rook, Bishop, and King classes
* Piece abstract class

Denaly:

* RulesPanel
* InfoPanel
* Stubs
* Javadoc Comments (for API)