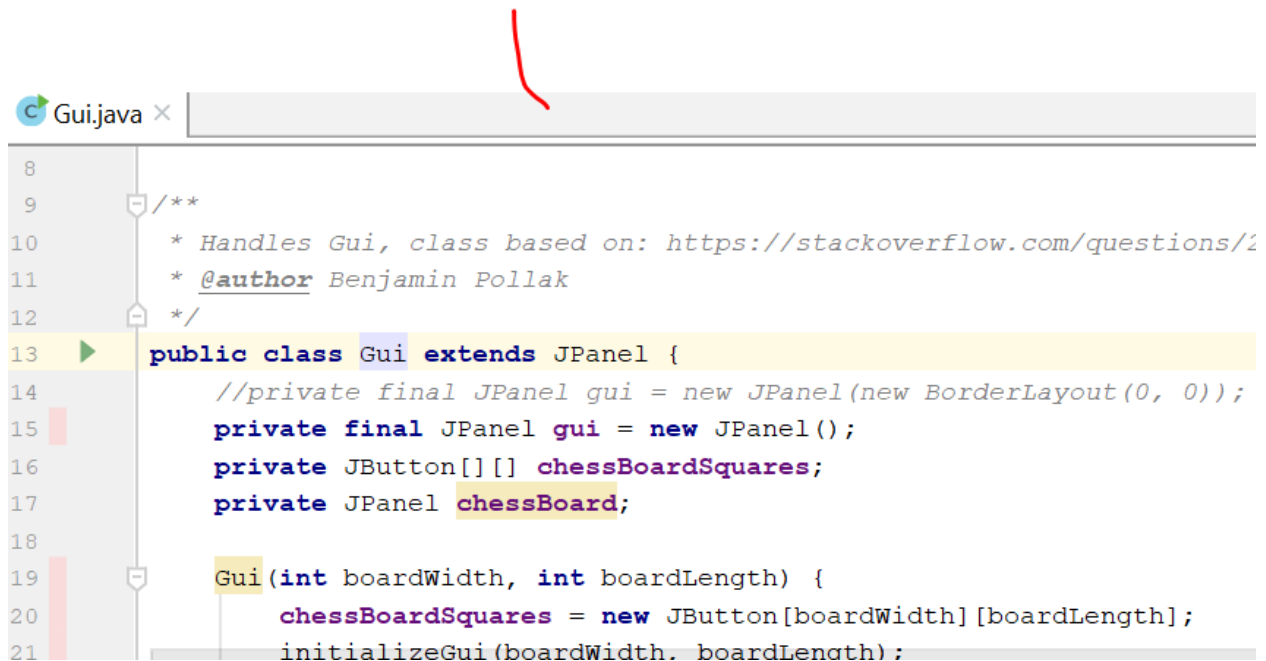
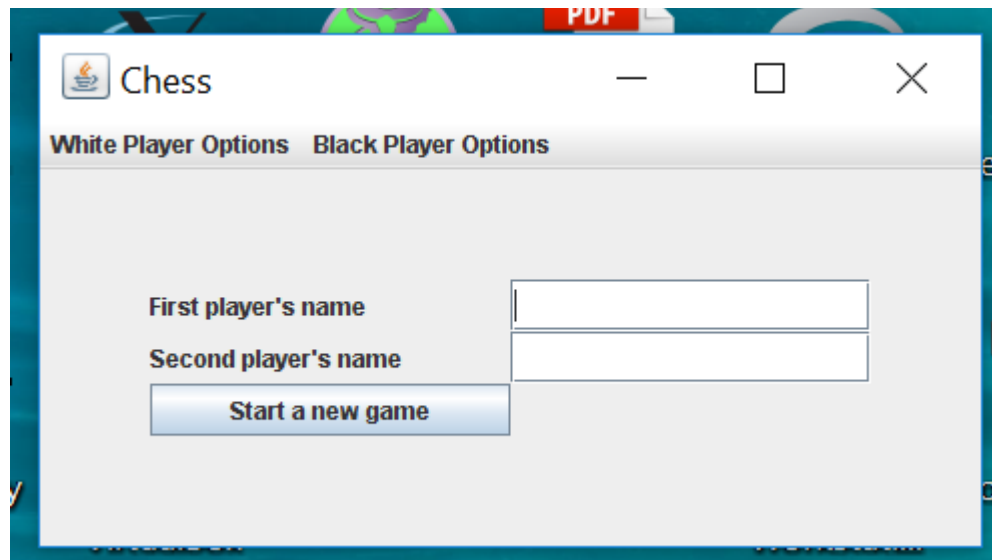


In order to run the GUI, press the green triangle and run the main function in the Gui class.



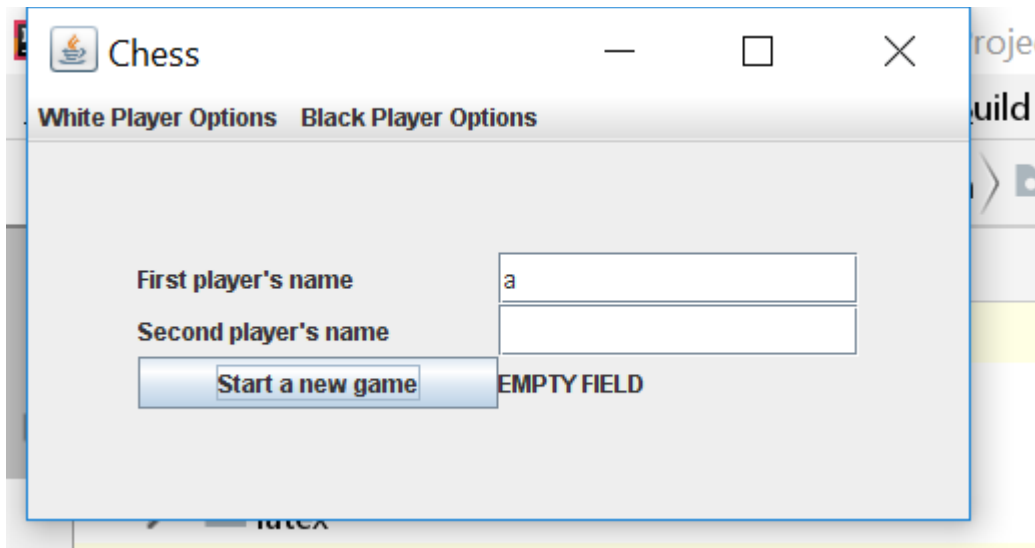
```
8
9  /**
10   * Handles Gui, class based on: https://stackoverflow.com/questions/2
11   * @author Benjamin Pollak
12   */
13  public class Gui extends JPanel {
14      //private final JPanel gui = new JPanel(new BorderLayout(0, 0));
15      private final JPanel gui = new JPanel();
16      private JButton[][] chessBoardSquares;
17      private JPanel chessBoard;
18
19      Gui(int boardWidth, int boardLength) {
20          chessBoardSquares = new JButton[boardWidth][boardLength];
21          initializeGui(boardWidth, boardLength);
```

When that function is run, this is the UI that will be seen:

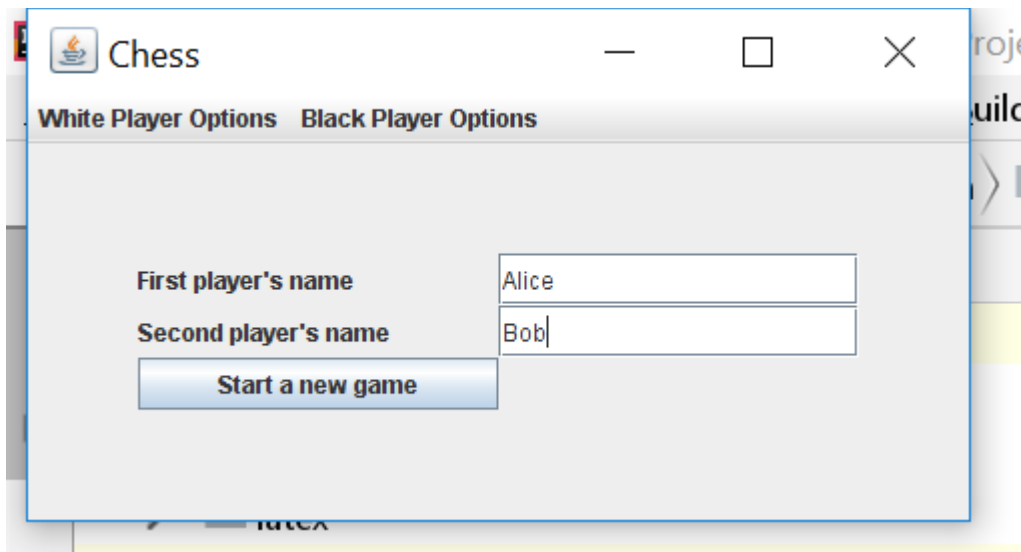


There are two fields present, one for each player's name. The first player will take the white pieces and move first. The second player will take the black pieces and move second. Press the button that says "Start a new game" when ready to begin.

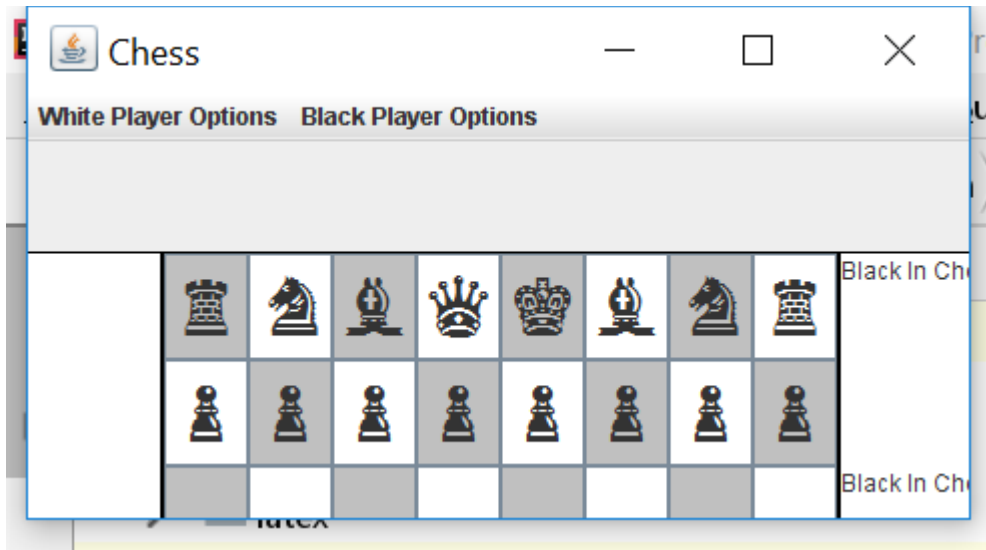
If only one field is entered or no field is entered, an error will show:



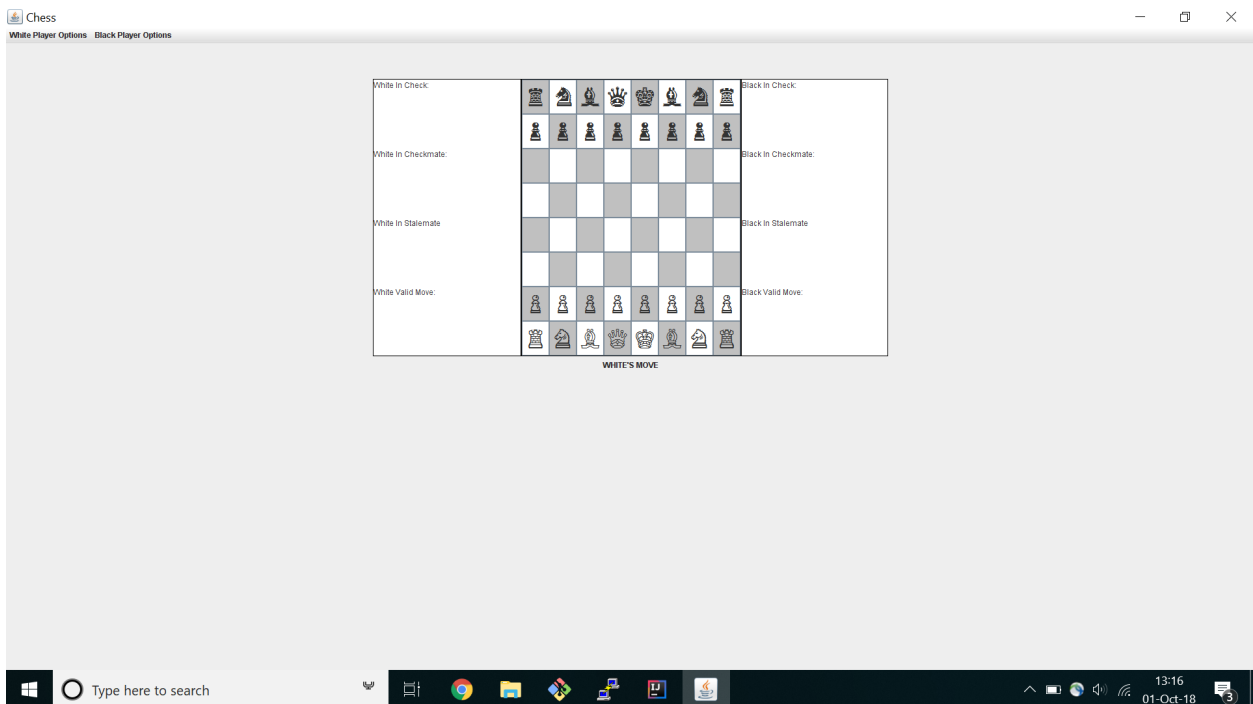
Entering both field's (like so) will allow for the game to begin:



When the "Start a new game" is pressed, the window is too small:



It can be resized by pressing the square button in the top right corner. This will make the screen look like so:



From here, the player to move is indicated just below the chess board. The first move is made by white, the second by black, and so on. However turning points are not functional. Check, checkmate, and stalemate are not detected.

There are menus in the upper left corner, however these are only dummy buttons and do not have any functionality