Bedienungsanleitung

- To start the game you have to execute the main.java and interact with the stdout

- To choose PlayerVsPlayer: 1

- To move a chess figure: a2-a3

- Only small letters from a to h for the letter region are valid.

- And numbers from 1 to 8 for the numbers region.

-To promote a pawn add the wanted figure name to end of your input: for example a7-a8N or a2-b1Q

- To show all beaten figures: beaten

- To exit: exit