1. The software shall have a user interface (ASCII text is fine, sprites, html images, etc.).
   * To be discussed and determined as a team.
2. The software shall have at least ONE form of AI implementation.
   * Discussion on expectation needed.
3. The software shall be user input driven.
   * Discussion needed as this needs to be compatible with #1.
4. The software shall begin from the normal starting position.
   * Default positions can be found here: <http://www.chessvariants.com/d.chess/chess.html>
   * More specifics can be added to increase the document size.
5. The software shall be able to determine a check mate and end the game.
   * When a player is in check, and he cannot make a move such that after the move, the king is not in check, then he is mated.
6. Each piece shall move and attack only in their legal ways.
   1. Rook
      * The rook attacks in the same way it moves.
      * The rook moves in a straight line, horizontally or vertically.
      * The rook shall not jump over other pieces, that is: all squares between the square where the rook starts its move and where the rook ends its move must be empty.
   2. Bishop
      * The bishop attacks in the same way it moves.
      * The bishop moves in a straight diagonal line.
      * The bishop shall also not jump over other pieces.
   3. Queen
      * The queen attacks in the same way it moves.
      * The queen has the combined moves of the rook and the bishop, i.e., the queen may move in any straight line, horizontal, vertical, or diagonal.
      * The queen shall also not jump over other pieces.
   4. Knight
      * The knight makes a move that consists of first one step in a horizontal or vertical direction, and then one step diagonally in an outward direction.
      * The knight jumps: it is allowed that the first square that the knight passes over is occupied by an arbitrary piece. For instance, white can start the game by moving his knight, jumping over a pawn. The piece that is jumped over is further not affected by the knight: as usual, a knight takes a piece of the opponent by moving to the square that contains that piece.
   5. Pawn
      * Pawns shall only directly forward.
      * Pawns shall only attack diagonally forward.
      * The pawn shall choose between attacking and moving.
      * When a pawn has not moved at all, the pawn may make a double step straight forward.
7. The square where any piece ends their move shall not contain a piece of the same color.
8. All pieces, when the square where their attack ends contains a piece of the opponent, then the opponent’s piece is taken.
   * Taken pieces are removed from the board, and out of play for the rest of the game. (Taking is not compulsory.)