Mini-Project: Online Chess

Overview:

Basic chess website which will allow for side by side play. There will be move validation, and the players will be able to visualise possible moves. Users will be able to view games from lichess.com using their public API. Contact us page will also be available for users to get in contact.

Folder Structure:

```
MP1-Chess/
├── css/
│       └── style.css
├── index.html
├── js/
│       ├── controllers/
│       │       └── chessController.js
│       ├── main.js
│       ├── models/
│       │       ├── chessBoard.js
│       │       └── pieces/
│       │               ├── bishop.js
│       │               ├── king.js
│       │               ├── knight.js
│       │               ├── pawn.js
│       │               ├── piece.js
│       │               ├── queen.js
│       │               └── rook.js
│       └── views/
│               └── chessView.js
├── LICENSE
└── README.md
```

Piece Behaviour

Pawn

On first move:
- ☐ 2 Spaces forward.

Move:
- ☐ 1 Space forward.

Capture:
- ☐ 1 Space diagonally.
- ☐ 1 Space diagonally if "en passant" has occurred and the respective pawn is beside.

King

On first move:
- ☐ If not, "checked" can castle left or right.

Move:
- ☐ 1 Adjacent Space. If not landing in an adjacent space to the enemy king.

Capture:
- ☐ Same as Move.

Queen

Move:
- ☐ Unlimited Range of spaces diagonally, horizontally, and vertically from current position.
- ☐ Cannot move through pieces.

Capture:
- ☐ Same as Move.

Rook

On first move:
- ☐ If the King is not "checked" can castle left or right.

Move:
- ☐ Unlimited Range of spaces horizontally, and vertically from current position.
- ☐ Cannot move through pieces.

Capture:
- ☐ Same as Move.

Knight

Move:
- ☐ Two Spaces in one direction (horizontally or vertically) and then one square perpendicularly to that direction, in an "L" shape.
- ☐ Can move through pieces.

Capture:
- ☐ Same as Move.

Bishop

Move:
- ☐ Unlimited Range of spaces diagonally from current position.
- ☐ Cannot move through pieces.

Capture:
- ☐ Same as Move.