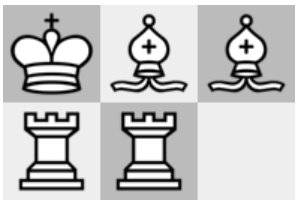
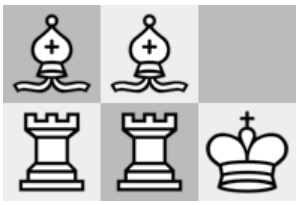
→Dheeraj, Zulfugar, Yusif and Tunjay

Game starts as mentioned below:



Game ends as mentioned below:



You can use names for each piece as:

Bishop1 (Bishop B), Bishop2 (Bishop W), Rook1 (White Rook), Rook2 (Black Rook), King

These pieces must move respectively as in the game of chess.

The games must be implemented in a console version in a professional way. That is focus on every dark corner and also implementation must be readable, if the code is hard to read, it is not good solution, points will be cut for that. So, it is important that not only program works but implementation is easy to read as well. It must provide rules by default when the program is executed.

It must be user-friendly, meaning when displaying game in console, game state must be clearly visible. If game state is not clear, or the rules provided are not clear it is considered to be **invalid project.**

If I give irrelevant inputs, the program must explicitly provide descriptive message stating how inputs must and be and, in some cases, also stating what was wrong with my input. Importantly, game must **not** exit in such cases, after the descriptive message, game must resume, it should not end or reset.

There must be at-least three features as:

1. If user want to quit game, how can user do so.
2. If players want to restart the game.
3. If player wants to see the rules in the middle of the game (there must be a way how a player can look up the rules and after displaying rules game must **resume**).

It must at-least compile in Visual Studio. If it doesn't the project is **not valid.** If it doesn't catch simple errors properly (meaning if I type string instead of integers and etc) or if it doesn't resume game after providing message, project is **not valid.** Deadline is 9th April 11:59 pm. If you fail to submit valid solution by deadline, no **extra** time will be provided. In case of invalid project or fail to submit in time, no points will be granted for it.

As far as implementation is concerned. You can use anything you like in project, you can use classes, arrays, vectors, structures, enumerators, try-catch blocks, etc. It is totally up to you how you would like to implement it. Main important thing is it is user-friendly and it is covering every corner and there are features as mentioned.

You have 23 days for the project submission. You can ask me doubts during this time. But, if you ask me doubt on the last day of submission and if I am busy and cannot reply you in time, it is your fault and for the same no extra time will be given.