Identify what need the software is meeting

* Who uses it?
  + Anyone who wants to play chess
* Why does he use it? What is he trying to accomplish when he uses it?
  + He is trying to play a fun game of chess versus another player, or attempting to gain entry to the world chess championships, a grueling process full of sacrifice.
* What functions does your software provide to the user that help him achieve his goal(s)?
  + It allows the player to type his move. After each move we print out the current board.
* How does he use it? What steps does he go through in order to achieve his goal(s)? What are the workflows he progresses through when using it?
  + The player types in the current location of the piece which he wishes to move and the intended location. If that is a valid move, the piece gets moved and then the new board gets printed out. Then the other color player gets asked for their move and it continues like that until there is a checkmate, at which time the screen will display a message congratulating the winning player and make a fun soun, perhaps a “woohoo”. Boos will then play, bullying the losing player.

Stage 2

* What data will your system deal with to meet the user’s needs? Define this in terms of data only- (classes, instance variables, enums) no logic yet
  + We will use a “Piece” interface.
  + Each type of chess piece will have it’s own class which will implement the piece interface
  + Each piece class will have its own way of moving, which is fitting for that piece in chess
  + We will also make use of Enums, in order to store the color that specific instantiation of a certain piece, like “Pawn” or “Rook”.
    - This is important for attacking other pieces
  + We will have another class called “Game” which will have an instance variable which is a 2d array which will serve as our board
* What data structures should you use to store and access your data? Decide based on how the user will use the system; pick the data structures that work best for what the user wants to accomplish
  + We have a 2d 8 x 8 array which will be our board.