Manual Test Plan

1. Run "src/main/view/GameView.java". (Note: since the GUI is currently static without user interaction, the actions on the buttons are not implemented yet.)
   a. A chessboard with initial configuration will be initiated in the center of the window. Black pieces should show above and white pieces should show below. The upper left square should be in a light color, and the color should alternating for each nearby cells. The black king should be put in a light square and the white king should be put in a dark square.
   b. A button with text "Start / Restart" should pop up at the bottom of the window.