**Project Proposal**

I was thinking of making a chess game in console. The game will have all the proper rules and will have the options of playing against the computer or against someone else. The problem is I have to keep the chess pieces in their proper places and prevent any illegal moves. Also I need to make sure to notify the user when he is in a checkmate position. This means I must keep track of every position that is filled and unfilled and keep track of every possible move for each player. This can be solved using objects and classes of course. And to keep track moves, I can use Input/Output files to keep track of who died and what is left. The program should include everything I learned in this class and possible more. This seems like a challenging project but it is exactly why I am doing it.