# Move Validation

## General

* A piece cannot move through another piece.
* A piece cannot land on the tile of a same-colored piece.

## Pawn

* A pawn can move forward one tile.
* A pawn can move forward two tiles if it is the pawn’s first move.
* A pawn can move forward one tile and to the side one tile in these cases:
  + The square holds an enemy piece (standard pawn capture).
  + The pawn is performing an en passant maneuver.

## Knight

* A knight can move two tiles in one direction and one tile in another.

## Bishop

* A bishop can move diagonally any number of tiles.

## Rook

* A rook can move horizontally or vertically any number of tiles.

## Queen

* A queen can move horizontally, vertically, or diagonally any number of tiles.

## King

* A king can move horizontally, vertically, or diagonally one tile.
* A king can move two tiles left (queen-side castle) if these conditions are met:
  + There are no pieces between the king and the left rook **AND**
  + It is the king’s first move **AND**
  + It is the left rook’s first move.
* A king can move two tiles right (king-side castle) if these conditions are met:
  + There are no pieces between the king and the right rook **AND**
  + It is the king’s first move **AND**
  + It is the right rook’s first move.

# Move Completion Results

## General

* The game will draw if a move causes the board to enter the same state for a third time.
* The game will draw if a king is placed in a position where the following conditions are met:
  + The king is not in check **AND**
  + The king cannot move without being in in check.
* When a piece lands on another piece, that piece will be captured.

## Pawn

* A pawn will be promoted when it reaches the furthest tile.
* The en passant triggering pawn will be captured when another pawn captures it in an en passant fashion

## Knight

## Bishop

## Rook

## Queen

## King

* The king and rook will move to castle positions when king castles