In this assigment, you are required to show your design and implementation of the classes that describe the implementation for a Chess game. Attached in the picture is the client code.

What you need to submit is the following:

1. Your source code

2. A report that:

     a. Explain Object-Oriented Design in your code

     b. Defend your code against the Clean Code principles (Uncle Bob).

     b. Defend your code against “Effective Java” Items (Jushua Bloch).

     c. Defend your code against the SOLID principles.

3. A video that explains your source code ( 8 min max)

Important remarks:

1. Think about modularity in your design. For example, how can your code be extended if we add new game rules?

2. Think about cohesion and coupling in your classes and methods

3. Avoid "over-engineering"

4. If the players inputs an illegal move, then the game should ask the player to "try again". In other words, a player's turn ends only if a legal move is made.

5. **To reduce coding time, stub-out all methods that are responsible for validation. In other words, show the methods but do not implement them.**

6. Finally, you are NOT allowed to make changes on the client code given by me.

