En Passant

- Unique to pawns

- Basically allows a pawn to capture an opposing pawn that has moved two pieces, as if it had moved just one place. En passant only valid on the turn right after the other space.

To implement En Passant, we need the following abilities:

- Each piece needs a method getMoves() that shows all the valid moves available for that piece.

- In the getMoves() method implementation for Pawns, here is how we check if En Passant is available:

     - Was an enemy pawn moved two spaces in the prior turn? If yes, continue, else En Passant is not available.

     - Is that pawn directly adjacent (on the left or right) of the current piece? If yes continue, else En Passant is not available.

     - Indicate the space behind that enemy pawn (that is directly adjacent to the current piece) as an available En Passant move.

Then obviously the available pawn capture space would be an option the user can select in the UI. Handle capture, etc. as usual.

```
┌─────────────────────────────────┐                  No
│  Is the current piece a pawn?   │─────────────────────────────────┐
└─────────────────────────────────┘                                 │
                 │                                                   │
               Yes                                                   │
                 ▼                                                   │
┌─────────────────────────────────┐                  No             │
│ Did the enemy pawn move two spaces │──────────────────────────────┤
│    forward on the prior turn?   │                                 │
└─────────────────────────────────┘                                 │
                 │                                                   │
               Yes                                                   │
                 ▼                                                   │
┌─────────────────────────────────┐                  No             │
│ Is that enemy pawn directly adjacent on the │─────────────────────┤
│  left or right of the current piece?  │                           │
└─────────────────────────────────┘                                 │
                 │                                                   │
               Yes                                                   │
                 ▼                                                   ▼
┌─────────────────────────────────┐          ┌─────────────────────────────┐
│ The space directly behind that enemy pawn │ │ En Passant is not available │
│ is available as a valid En Passant │        └─────────────────────────────┘
└─────────────────────────────────┘
```