----This is the blueprint for the parent class “piece”, each other piece will inherit these, though most of the methods will be overloaded, you can expect the same parameters and output for each function.

Constructor(char xcoor, int ycoor, string type, bool isWhite)

Default Constructor()

**Variables**:

int coordinate[x,y]

String type - king, knight, rook, etc. - change to enumeration

Bool alive

Bool isWhite

**Methods**:

Void moveTo(xcoor,ycoor) - takes coordinates and sets them to those. Checks will be nested in to this.

Bool validMove(xcoor,ycoor) - checks to see if a move is valid

Int getrange() - returns a range, minus current coordinates, within range of the board.

Bool kingCheck() - returns a boolean, tells if a king will be placed in check.

Etc methods:

Void setupBoard() - outside of pieces, sets up board and generates each piece.

kingValidMove() - in king class, prevents the king from moving in to a space where it’s in check\*\*

En passant() - need to research

Castle() - need to research