make_move() logic flow chart

```
Check if move is a castle
  │
  ├── Yes ──→ Check king or queen side castle ──→ Check piece colour ──→ Move corresponding Rook
  │
  No
  │
  ↓
Check if move is a capture
  │
  ├── Yes ──→ Check if move is en passant ──→ Call .die() on respective piece
  │
  No
  │
  ↓
Check if move is a promotion
  │
  ├── Yes ──→ Hide currect model, replace CustomPiece object with new instance, show new model
  │
  No
  │
  ↓
Move piece
```