A simple chess implementation with all its rules and intricacies (en passant , castling , etc).
There is no graphical interface but the chessboard is printed in the terminal after each move.
To be able to distinguish between white and black I have named each piece differently for the two players.

White:
    Pawn:P
    Knight:N
    Bishop:B
    Rook:R
    Queen:Q
    King:K

Black:
    Pawn:1
    Knight:2
    Bishop:3
    Rook:4
    Queen:5
    King:9

When you run the program the game immediately starts and you have 3 options.
1) See whose move it is.
2) See the available moves.
3) Make a move.
The game ends when one players gets checkmated and the other tries to make any move.

General moves:
    Moving a piece: currentsquare_PieceName_newsquare e.g. e2Pe4
    Capturing a piece: currentsquare_PieceName_x_newsquare e.g. e2Pxd3
Special moves:
    Castling Short: O-O
    Castling Long: O-O-O
    en_passant: currentsqaure_PieceName_x_newsquare(←where it is going)_L(simple notation)
    e.g. e41(←black pawn)xd3(the white pawn is on d4)L
    promotion: currentsquare_PieceName_newsquare_=_newPieceName e.g.
    e7Pe8=N(←promotion to knight)