**Chess Game in Java**

**Overview**

This is a Java implementation of the classic board game, Chess. The game is designed to be played in a graphical user interface (GUI) with a 8x8 grid, where players can move pieces around to capture their opponent's king.

A computer screen shot of a game

Description automatically generated

**Features**

* Supports all standard chess pieces: King, Queen, Rook, Bishop, Knight, and Pawn
* Implements all standard chess rules, including:
  + Piece movements and captures
  + Check and checkmate
  + Castling (not implemented)
  + En passant (not implemented)
* GUI allows players to drag and drop pieces to make moves
* Supports both white and black players

**How to Play**

1. Run the **Chess.java** file to start the game.
2. The game will display a GUI with a 8x8 grid, representing the chess board.
3. Players can drag and drop pieces to make moves.
4. The game will automatically update the board and notify players of check, checkmate, and other game events.

**Known Issues**

* Castling and en passant are not implemented.
* There is no AI opponent, so players must play against each other.
* The game does not keep track of scores or game history.

**Contributing**

If you'd like to contribute to this project, please fork the repository and submit a pull request with your changes. You can also report issues or suggest new features by creating an issue on this repository.

**Author**

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I hope this helps! Let me know if you have any questions or need further assistance.