Chess Game

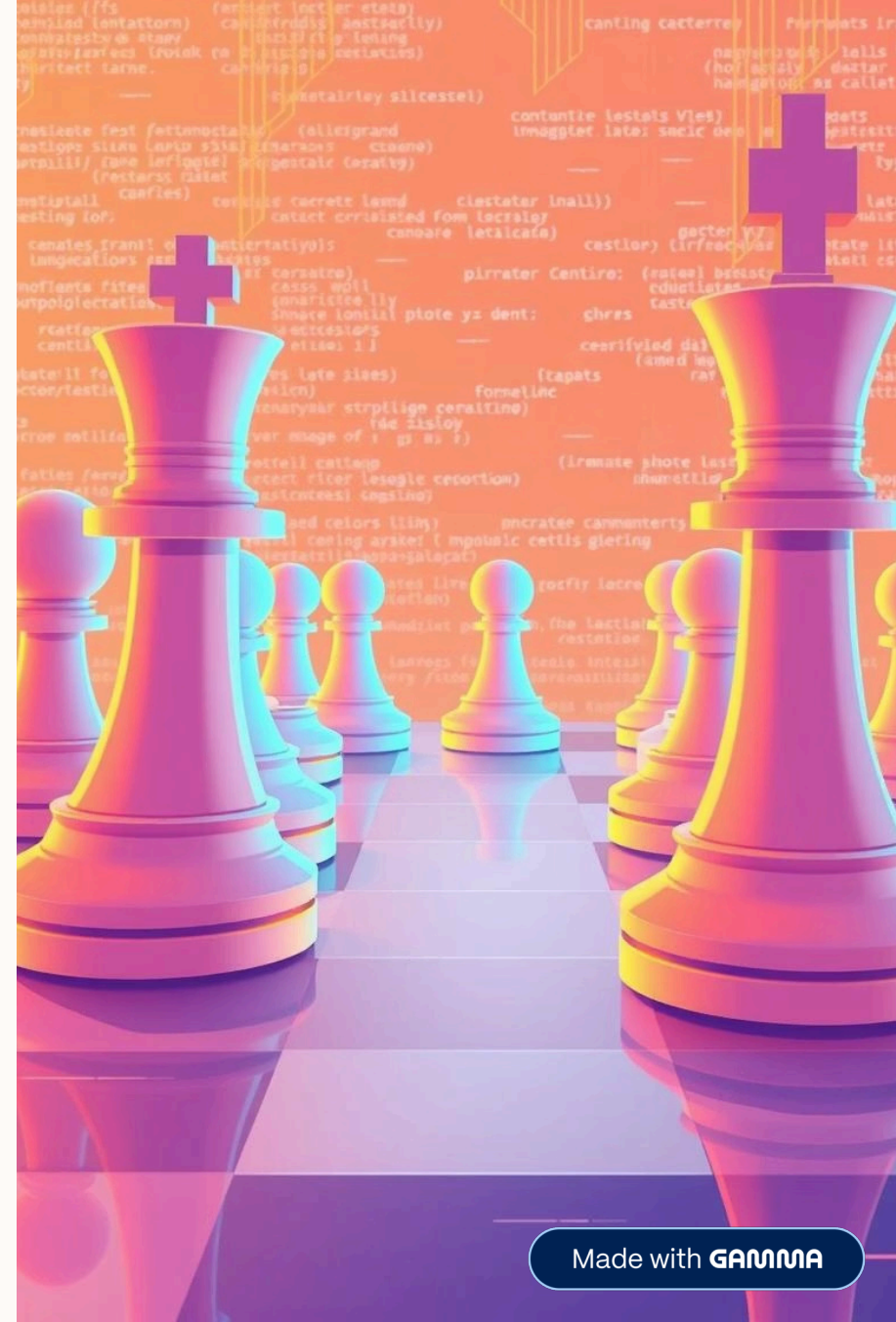## Written in C++

Key Features

Intuitive Navigation

Uses W, A, S, D for easy movement across the board.

Rich Visuals

Leverages ANSI colors and Unicode chess pieces for a vibrant display.

Terminal-Based

Runs directly in the terminal, ensuring broad compatibility.

Robust Game Design

Thoughtful design for an engaging user experience.

Navigation Mechanics

Cursor

Navigates the board using keyboard inputs.

Selection

Enables keyboard-based piece selection and movement.

Game mechanics

Legal Moves

Verifies move for legal move only

Repeat

The game loop continues, allowing players to make subsequent moves until the game concludes.
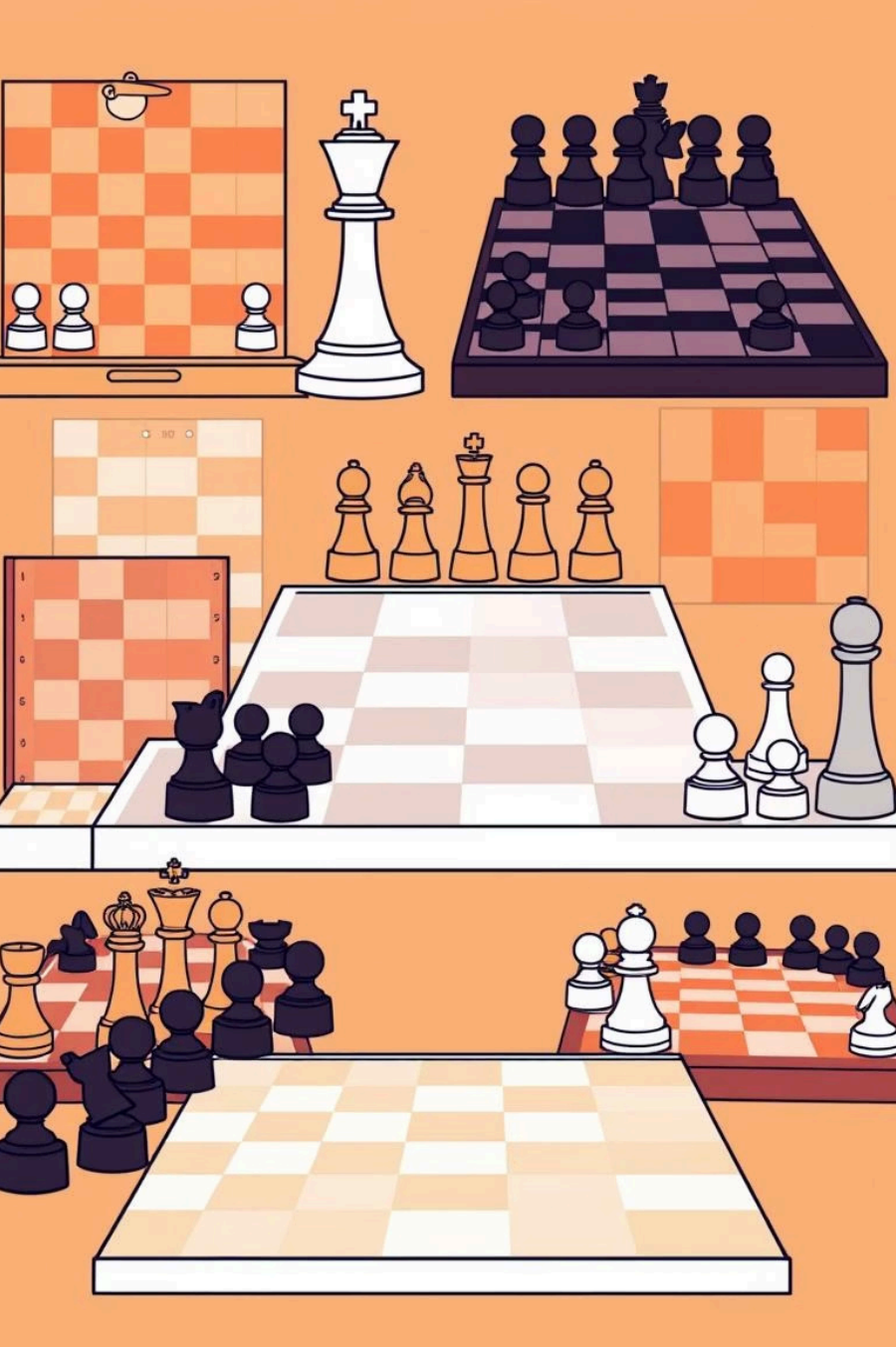
Logic Checking

checkmate, check, draw checks

Update Display

Displays board

Play Sound

Enhances user feedback

Additional Features

Themes for Different Board Styles

Customize your chess experience with various visual themes.

Some Code Details

Object-Oriented Principles

Structured with OOP paradigms for modularity, reusability, and maintainability.

File Management

Implements file handling for game state persistence, allowing users to save and load games.