Mandatory requirements:

2 human players can play a game of chess locally

No illegal moves are allowed (computer won't complete a move unless it's legal)

If an illegal move is attempted, the piece snaps back to its original square, no error given

King can't move into check or castle through check

Castling cannot be attempted if the king is in check or has moved or the rook has moved

Pieces start on their home locations when a new game is started

Moves are complete by clicking and dragging pieces of the player to move

Each pieces moves as it is normally allowed (pawn, knight, bishop, rook, queen, king)

Castling

En passant

Pawn promotion

Pawn moving 2 squares on first move

Pawn moves vs captures

All pieces except for knights are blocked by interposing pieces

Game ends with 3-move repetition

Indicator of who is to move

A player must respond to a check if possible

Checkmate ends the game in a win

Stalemate end the game in a draw

"New game" button

"Draw accepted" button

Some sort of way for a player to select which piece they want to promote their pawn to

Pieces cannot capture friendly pieces

The game ends in a draw if there is insufficient material to checkmate the opponent's king

Optional features:

Message is displayed on the screen if a player is in check or is checkmated

Squares where a clicked piece can move get a little circle in them indicating the piece can move there

Don't highlight illegal moves

Displaying captured pieces

Move timer