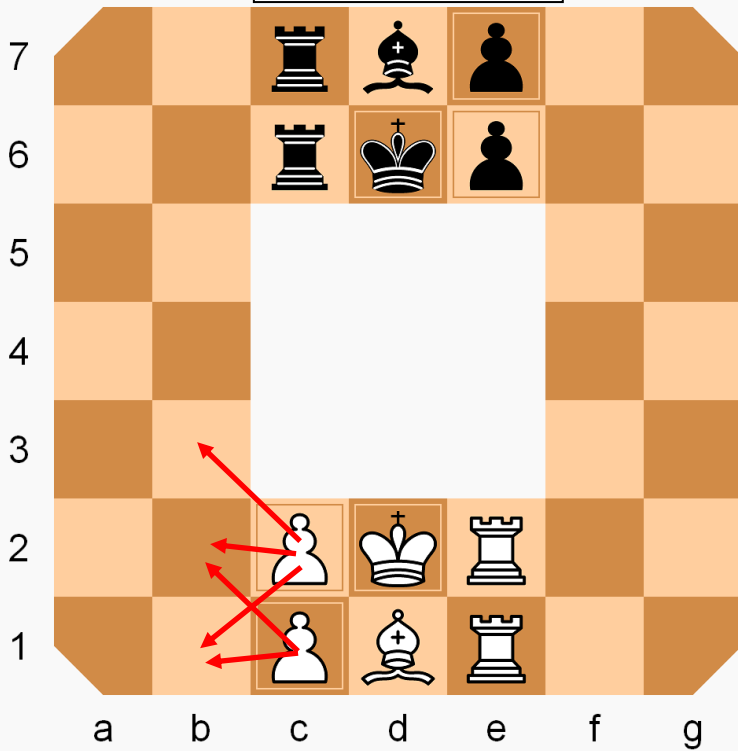


Initial move condition



PAWN

Initial Valid move can be hardcoded

- Still need to calculate willCapture() value for case where there is an enemy piece nearby

For each calculation of valid move func() after initial:

- Call helper func isTeam() to check if any of the valid moves are occupied by your team's piece(s)
- Call helper func willCapture() to check if valid move will capture enemy piece?
- Check for condition if pawn is located on position of enemy pawn – can upgrade to either Rook or Bishop – must prompt user

Switch statements?

White advance condition

Black advance condition

