

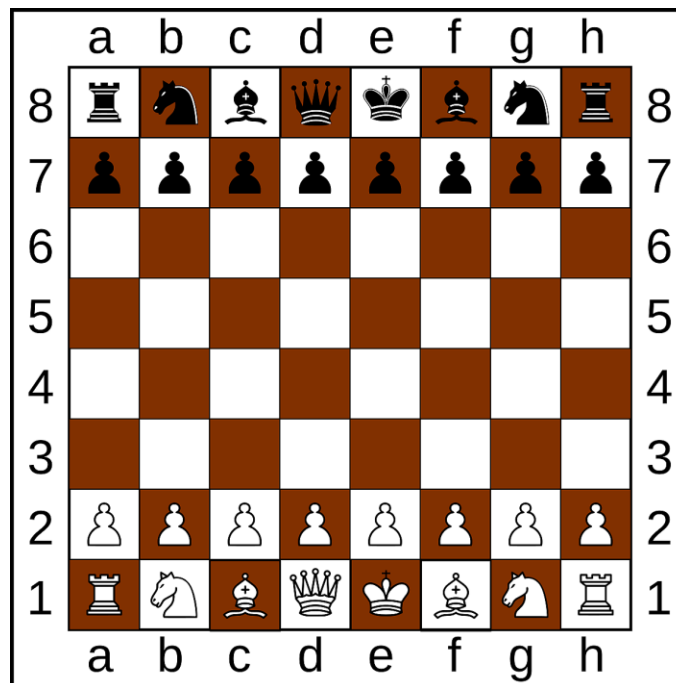
Q2 Player Chess Game

Problem :

You are to program a 2 Player Chess game in a command line environment.

Assumptions

1. The players take chances alternatively.
2. Consider the Chess board as shown below, and each square is denoted as *<Num><Alphabet>*



For example "*d8*" denotes the position of *Black Queen* in the board.

- To start the game, set all the coins as shown in the image.
- Player 1 takes the White coin and Player 2 takes the Black coin.

Task 1 - Game Play :

Choose Coin :

When it is the player's turn, he/she can choose any one of his coin by denoting the position in the board (Eg: **b1** - denotes the white Knight in the left)

Once the position is entered, the system should be able to figure out and print the following:

1. The current type of coin (King, Queen, Bishop, Knight, Rook or Pawn)
2. The next set of positions the particular coin will be able to move.
 - a. Each coin has its own logic and moves in a particular fashion.
(https://en.wikipedia.org/wiki/Rules_of_chess#Basic_moves)
 - b. Consider obstructing coin (both white and black)
 - c. Also mention, if any of the opposite coin can be captured.

Move Coin

Now prompt to enter the new position, where the coin should be moved.

- If it is a valid position, move the coin to the new position.

Move the game to player 2 and continue playing the game as mentioned above

Instead of a position, if the user types

- **"exit"** - get out of the game.
- **"Print"** - show the current state of the board.
- **"<Position> --help"** - Check if the coin can be captured, if moved to that particular position.
 - If so print
"The <Coin> in <position> can capture your <coin>"
 - Else print
"Safe place"

Task 2 - Printing the Board :

For White Coins

W_K king	W_Q queen	W_R rook, castle	W_B bishop	W_N knight	W_(P) pawn
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For Black coin

B_K king	B_Q queen	B_R rook, castle	B_B bishop	B_N knight	B_(P) pawn
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For example, the above board is represented as

	a	b	c	d	e	f	g	h
8	B_R	B_N	B_B	B_Q	B_K	B_B	B_N	B_R
7	B_P	B_P	B_P	B_P	B_P	B_P	B_P	B_P
6								
5								
4								
3								
2	W_P	W_P	W_P	W_P	W_P	W_P	W_P	W_P
1	W_R	W_N	W_B	W_Q	W_K	W_B	W_N	W_R

Task 3 - Recording

For Every game - Have a record of each and every move in a **separate file**.

Example : <White/Black> <coin> at <position 1> has been moved to <position 2>
 <White/Black> <coin> at <position 1> has been captured <coin> at
 <position 2>