THE INFINITE CHESS

This is the Chess Layout that is used to develop the game.

Index	0	1	2	3	4	5	6	7	8
0	8	♜	♞	♝	♛	♚	♝	♞	♜
1	7	♟	♟	♟	♟	♟	♟	♟	♟
2	6								
3	5								
4	4								
5	3								
6	2	♙	♙	♙	♙	♙	♙	♙	♙
7	1	♖	♘	♗	♕	♔	♗	♘	♖

This is the general representation of the chess game

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/* Instructions to play the game

-> The top pieces are black && Bottom pieces are white.
-> At every turn, it displays whether it is a white turn or a black turn.
-> At that time you have given directions just like if we want to move a piece from B2 to D5 then simply enter:
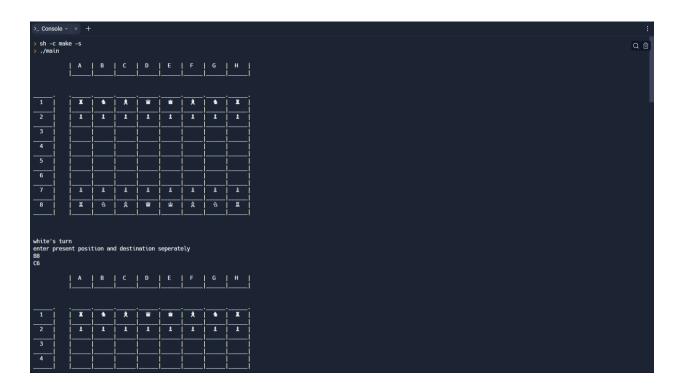
B2
D5

->you have entered the initial destination and final destination separately.
-> after piece gain, it shows your current pieces for both players.
-> after each turn, it asks for undo option you can enter 1 to undo the move else 0.

-> Be careful of undo as there is no undo option for En passant / Castling/promotion moves even if it asks don't go for undo. Please avoid undo option and use it often.
-> If pawn is promoted the promoting pieces are shown you can opt for any one of them by entering its index displayed at that time.

Note:

-> Be careful of each move as it doesn't show any error/alert (like checks or anything) even if an invalid move is made, you have to take care of everything.
-> Assume it is like a chess board where two persons are playing chess in offline mode.

Some of the workings capture of the game:

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    | A  | B  | C  | D  | E  | F  | G  | H  |
    |____|____|____|____|____|____|____|____|


1 | | ♜  | ♞  | ♝  | ♛  | ♚  | ♝  |    | ♜  |
  |___|____|____|____|____|____|____|____|____|
2 | | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  |
  |___|____|____|____|____|____|____|____|____|
3 | |    |    |    |    |    | ♞  |    |    |
  |___|____|____|____|____|____|____|____|____|
4 | |    |    |    |    |    |    |    |    |
  |___|____|____|____|____|____|____|____|____|
5 | |    |    |    |    | ♙  |    |    |    |
  |___|____|____|____|____|____|____|____|____|
6 | |    |    | ♘  |    |    |    |    |    |
  |___|____|____|____|____|____|____|____|____|
7 | | ♙  | ♙  | ♙  |    | ♙  | ♙  | ♙  | ♙  |
  |___|____|____|____|____|____|____|____|____|
8 | | ♖  |    |    | ♗  | ♕  | ♔  | ♘  | ♖  |
  |___|____|____|____|____|____|____|____|____|

Undo the Previous step ? press 1 else 0
0

Black's turn
enter present position and destination seperately
F1
D3
    | A  | B  | C  | D  | E  | F  | G  | H  |
    |____|____|____|____|____|____|____|____|


1 | | ♜  | ♞  | ♝  | ♛  | ♚  |    |    | ♜  |
  |___|____|____|____|____|____|____|____|____|
2 | | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  | ♟  |
  |___|____|____|____|____|____|____|____|____|
3 | |    |    |    | ♝  |    | ♞  |    |    |
  |___|____|____|____|____|____|____|____|____|
4 | |    |    |    |    |    |    |    |    |
  |___|____|____|____|____|____|____|____|____|
5 | |    |    |    | ♙  |    |    |    |    |
  |___|____|____|____|____|____|____|____|____|
6 | |    |    | ♘  |    |    |    |    |    |
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