Chess Program with A.I.

Description – This program will play chess against you and try to win.

Libraries I will use – I will use the Tkinter library to create a GUI that plays chess against you.

Description of the user interface – user input will be taken by mouse clicks on the GUI, indicating the moves the player wants to play.

Features I will implement by Nov 13th – A chess program that two players can play on, without AI involvement at this stage.