Is the move legal?

Did the move cause checkmate?

Execute the move and end the turn.  
notify the front-end.

Print a message saying the move is illegal

Check if the move is possible

* Route is not blocked
* Piece movement is legal
* It is that player's turn
* The move does not cause a discovered check
* Move destination is on the board

Get move from user via frontend. Send the move to backend.

start

Notify the frontend that the game is over and end program

No

No

Yes

Yes