

# Special Chess

Your task is to create a chess game webapp for a cooler version of chess, where two players can compete against one another on the **same computer**. You can use any library/framework you see fit.

## Instructions

- Each player will only be able to perform legal moves and "eat" the other player's pieces
- The pieces should be initially placed on the board the same way they do in regular chess
- **Only** the following moves should be supported:
  - The queens can move one or two squares in any direction
  - Pawns can move one or two squares vertically
  - Rooks can move any number of squares diagonally
  - Bishops can move any number of squares vertically and diagonally
  - Knights move the same as they do in regular chess, they are also the only ones which can "jump" to a new square on the board
  - The kings can move any number of squares vertically and horizontally
- You can use [this](#) as a reference for the basic moves in regular chess
- A move is legal only when it contains only empty squares and ends on an empty square or a square with an enemy piece on it, with the only exception of the Knight
- The game ends when one of the **queens** dies, or when one of the players quits
- This is not regular chess so end game scenarios are **not required**. There is no need to check for Check or Checkmate

- Don't use images for the chess pieces, use these in unicode characters instead

## Things we pay attention to

1. A nice looking board and overall quality of the game
2. Clean code which can be read and understood easily
3. Feel free to add anything you'd like. Have fun, the only rules are:
  1. It should improve the overall experience of the game
  2. It should demonstrate your skills in a way not already present in the test

## Submitting the solution

Create a git repo and commit the code as you go, share the repo with me at *shay@jolt.io* when you are done. Feel free to email me at any point with any questions you have.

**Best of luck!**