**Assignment 5 Check List:**

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| Name: | Cody Murrer |
| Improvement #1 | Changed the board from basic black and white squares to a two-toned brown for a more authentic look. |
| Improvement #2 | Put movements within their own methods so that way the event handler wouldn’t be cluttered. |
| Improvement #3 | In the how to play scene I created multiple scenes for each individual piece with their own rules an how to move the pieces around the board. |
| Other Improvements: | [Replace this with a description of any additional improvements from Assignment 4. Code segments may be included.] |

Practice demonstrating your software features with the demonstration lasting approximately five minutes. Be sure to plan your presentation to ensure that you demonstrate the important features of your software without going over the time requirements.