As a user, I can promote a piece

The user can promote a pawn that reaches the end of the chessboard to any piece.

Acceptance criteria:

* User’s pawn reaches the opposite side of the board
* User can select a piece that the pawn should transform into
* The pawn is replaced by the chosen piece

Programming tasks:

* Write transformation rules
* Create pop-up or GUI for choosing the piece
* Write replacement of pawn and pawn’s ruleset by new piece and its ruleset
* Unit testing
* Write testcase

Estimated programming points: 3

Priority in MoSCoW: Must