As a user, I can move a piece on the chessboard

A user can pick up a piece that is theirs and drop it in a valid location, making a move in the game.

Acceptance criteria:

* The user can pick up pieces that belong to them
* The user can drop a piece in a valid location

Programming tasks:

* Visual representation of the pieces on the board
* Search for a piece when a tile is selected
* Check for whose turn it is
* Handle selection of drop location
* Check for check, checkmate and stalemate
* Check for collisions (pieces cannot jump over other pieces)
* Update the boardstate

Estimated programmer points: 8

Priority in MoSCoW: Must