As a user I can move a piece

The user can pick up a piece that belongs to them and drop it in a valid location during a game.

Acceptance criteria:

* Players can pick up a chess piece when it is their turn
* Players can put down a chess piece in a valid location
* Players can not put down a chess piece in an invalid location
* Players can not pick up a chess piece that does not belong to them

Programming tasks:

* Mostly debugging on ruleset
* Finalize the pawn moveset
* Finish collision checks and ignore those when the chess piece is a horse

Estimated programmer points: 4

Priority in MoSCoW: Must