

- TP2 Update:
 - Decided to switch project entirely to chessAI
 - Accomplishments: I finished the following features
 - Create board
 - Legal moves
 - Decent UI
 - Castling
 - Pawn Promotion
 - Goal:
 - Fix bug in checkmate
 - Finish implementing en passant
 - Begin to code AI algorithm that plays via minimax/alpha beta pruning and other methods
 - Improve graphics
- I did not include anything from TP1 since that made my file size really big