**Open-ended project: Multiplayer Chess Console Game**

My project is going to be a console rendered multiplayer chess game. The game will start rendering a chess board, displaying all of the pieces of the game. Two users must play the game, and each one will have a turn. The user will be able to type which piece will move and where it will move to. The pieces will only be able to move to available spots, and they will be able to capture each other. The captured pieces will be displayed on the side of the board. The game will detect when the opponent king is at check, and when the game is at checkmate.

Obs: This will be my project, please ignore the other one I sent.