List of known bugs in chess project:

* An AI pawn can sometime take an opposing pawn straight on. Not sure how.
* The king can put itself into check of a pawn at seemingly random times
* The AI can get into a “loop” where it forces you to move one place and then the AI’s next move will force you to move back to your original location. The ai then moves and forces you back into the second spot infinitely. Need to add a stalemate function into the code that allows a stalemate if the same move is played 3 times in a row.