Filestructure

- chess_ml
  - data:
  - env:
    * Environment.py: env handling board and rewards
    * Rewards.py: reward functions
  - model:
    * ChessNN.py: base class with wrappers for RL and legal move masking
    * FeedForward.py: feed forward implementation of base class
  - train:
    * Immitation.py: training routine immitation learning
    * Reinforcement.py: training routine reinforcement learning
- data:
  - transform_data.py: transforms kaggle dataset to labeled dataset

TODO

[ ] RL loop [ ] Immitation training