

Chess board assignment

Create a chess board game which is working the following way:

- On the first screen the user must enter two numbers: one is the chess boards' size, the other is the possible steps the user can make.
- After clicking on the OK button, we draw a chess table with the given size, and a random selected grid (as the first active cell).
- The user can move this active cell to any direction by using keyboard's up/down/left/right arrow keys.
- After reaching the number of available steps, the chess board must disappear and we must show the steps were made (the cell coordinates which were active in the game)

For making it easier to understand we attached a simple wireframe of the application.
The task must be solved with React and handed in on a public github repo.

