Console Chess Plan

Overall Goal:

Create a rule-free board for moving chess pieces around.

Pick a starting space/piece, and an end destination – place the piece in that destination, ignoring all chess rules.

How will movement be input?

Enter the latitude and longitude of the starting space, then the lat and long of the destination space. This information will not yet be recorded for takebacks and/or history.

Classes:

1. Game
2. Board
3. Space
4. Piece

Interfaces:

1. IPiece

Methods:

Game

1. Constructor
2. PrintBoard

Board

1. Constructor

Space

1. Constructor

Piece

1. Move

IPiece

1. Move