

Task Name	User Story
Chess GUI Design	As a player, I want to have an interactive experience where I can drag pieces to the desired tiles on the board.
Chess Board Design	As a player, I want to see the board, the pieces, and other details displayed when I look at the game.
Chess Logic Design	As a player, I want the game to properly react to the moves I make.
Game End Logic	As a player, I want to know if the game is won, lost, or still ongoing.
User Role and Entity	As a player, I need to track which pieces belong to me, whose turn it is, and where I can move my pieces.
King Chess Piece Object	As a player, I want the King piece to properly determine its possible moves.
Queen Chess Piece Object	As a player, I want the Queen piece to properly determine its possible moves.
Rook Chess Piece Object	As a player, I want the Rook pieces to properly determine their possible moves.
Bishop Chess Piece Object	As a player, I want the Bishop pieces to properly determine their possible moves.
Knight Chess Piece Object	As a player, I want the Knight pieces to properly determine their possible moves.
Pawn Chess Piece Object	As a player, I want the Pawn pieces to properly determine their possible moves.
Special Move: En Passant	As a player, I want to be informed of and be able to perform the special move En Passant when the correct conditions occur.
Special Move: Castling	As a player, I want to be informed of and be able to perform the special move Castling when the correct conditions occur.
Capture Piece	As a player, I want to be able to capture my opponent's pieces when I make the correct move.
Pawn Transformation	As a player, I want to be able to transform my Pawns into other pieces when they reach the opposite side of the board.
Move Detection/Display	As a player, I want to be able to see the possible moves that a piece can make when I select that piece.
Power Chess Mode	As a player, I want to be able to play the chess game in Power Chess mode.
Power Chess Power-Ups	As a player, I want my pieces to be able to acquire power-ups when playing in Power Chess mode.
Power-Up: King	As a player, I want the King piece to perform its special moves when it has a power-up.
Power-Up: Queen	As a player, I want the Queen piece to perform its special moves when it has a power-up.
Power-Up: Rook	As a player, I want the Rook pieces to perform their special moves when they have a power-up.

Power-Up: Bishop	As a player, I want the Bishop pieces to perform their special moves when they have a power-up.
Power-Up: Knight	As a player, I want the Knight pieces to perform their special moves when they have a power-up.
Power-Up: Pawn	As a player, I want the Pawn pieces to perform their special moves when they have a power-up.
Requirements Document	As a developer, I need to know the requirements of the project to ensure the project accomplishes its goals.
Architecture Document	As a developer, I need to understand how the project architecture is designed so I can better develop the code.
Use Case Diagram	As a developer, I want a visual representation of the use cases for the project so I can understand what the code is supposed to do.
Data Flow Diagram	As a developer, I want a visual representation of how data flows between the different modules during operation so I can better implement their interactions.
Architecture Diagram	As a developer, I want a visual representation of how the architecture is structured to help me better understand it and ensure successful development.
State Transition Diagram	As a developer, I want a visual representation of the basic program states, how and why it transitions between them, and the related actions to help ensure correct implementation of the project design.