Does

Set up all pieces and spaces

Know whose turn it is

Ask for inputs

Make sure the inputs are possible (as in one of the options example: disallows piece type “tiger” or space “X9”)

Change the x and y position of the piece based on inputs (if there is only one piece of that kind)

Toggle the occupation of the space it leaves

Toggle the occupation of the space it enters

Does not

4. Check move legality

5. Check for pieces in the way of movement

1. Handle moves for a piece that has more than one of its type per color
2. Check occupation of new space
3. Handle taking a piece

6. Handle check/checkmate

7. Handle special moves (queening, king side castle, queen side castle)

Don’t move taken pieces (like stop them from inputting a taken piece for movement

Stop moves that create check/checkmate

Pawn first movement