**Task spec:**

**Pawn**: can move two squares forwards on it’s first move, and then one square forward on all following moves but cannot go through other pieces or land on an occupied square.   
Pawn.jpg

**Rook**: can move left, right, up or down for any length of squares but cannot go through other pieces or land on an occupied square.  
Rook.jpg

**Knight**: Can move in an L shape by moving 2 squares on the x or y axis, and then one square on the opposite axis and can go over other pieces that might be in the way as long as the target square is not occupied.  
Knight.jpg

**Bishop**: can move diagonally for any number of squares but cannot go through other pieces or land on an occupied square.  
Bishop.jpg

**King**: can move in any direction but can only move one square and cannot go through other pieces or land on an occupied square.  
King.jpg

**Queen**: can move in any direction for any number of squares but cannot go through other pieces or land on an occupied square.  
Queen.jpg

**New piece Wizard**: Can move two squares at a time but should alternate which axis it moves on. So, for its first move it should move on the y axis, and then it’s second move should be on the x axis and continue to alternate. It also cannot go through other pieces or land on an occupied square.  
A drawing of a person with a bubble

Description automatically generated Wizard.jpg

The board when working and before the new piece is added should look like this

A screenshot of a game

Description automatically generated

After adding the new piece, it should look like this

A screenshot of a game

Description automatically generated

A drawing of a person with a bubble

Description automatically generatedA drawing of a person with a bubble

Description automatically generated