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1. It should be simple enough so that anyone who plays chess and understands the board positioning can use it.
2. One would use it to enjoy playing chess and improve his skills.
3. The software keeps track of the positions of all the pieces on the board and tells the player if his move is valid. If the king is checkmated it announces who won. It also keeps track of the time each player is using for timed matches. When prompted it lists the positions of all the pieces on the board.
4. To use the software the player inputs the piece he wants to move and where he wants to move it to using numbers and letters such as A6 to C7. If we have enough time, we might implement a graphical interface as well.