# Two Player Chess Game

I wish to make a two-player chess game as my course project. Regarding background information I will need to research chess board dimensions, pieces, legal moves, patterns, mates, and checkmate parameters. The pieces, along with their legal moves, will need to be initialized independently for each color.

I will need to accept user input, preferably mouse clicks. One to select a piece and another to select a destination square. I would like to output the corresponding move notation (i.e: Be7) to a table and *must* be able to output when a game has been won, or an illegal move has been attempted. I would like to provide logical reasoning for the latter (i.e. “you cannot do that you are in check” or “your rook cannot move to that square”). Furthermore I would like to list captured pieces and “material value” on the side as well.

My start menu should contain an option to start a game or to exit the program. Upon starting the game, I would like to give users the option to type their name for each side (black and white). Once the game has been initialized, I would like to build in a view to rotate the game board depending on the player’s turn. Assuming this is a desktop application, players will be sitting both relative to the screen so a rotating board would make it more feasible for black to play.

\*\*don’t forget castling, en passant, pawn initial moves, etc