Chessproject

# Use cases

### Must have

* User starts a new game (pvp)
* User makes a move
* User takes another piece
* User wins game (by taking the king)

### Should have

* User saves game
* User loads game
* User sees last move(s)
* User shows previous board positions
* User takes en-pessant
* User double pawn move
* Stale makte

### Could have

* User gets board evaluation score
* User sees best move

### Would not have

* Starts a new game against a computer
* Starts a new game computer against computer