1. Two-Player Chess

* To do this, I have to first display the board and pieces. Then I will have to create an array that stores the coordinates of each piece. I will have to code the conditions for each piece: how it moves, how it captures other pieces, etc. Some rules like castling, en passant, promoting a pawn, have to be created also. For each move, I must check if it is legal (ie. making sure you are blocking or moving the king when you are in check). Some additional things that must be added are stalemates, repetitions, and draws, and the game must keep on going until a king is checkmated. Each time you make a move, the board must flip so that the second player can move, and vice versa.

or

1. Simple Java chess engine (1 player vs computer)

* I might do this if I have enough time. I will have to code the same conditions for the pieces, and make the computer pick a random move (for a simple engine). If I want to make the computer make good moves, I will have to use more algorithms.