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## Tech Slot – Chess Coding Session

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**We would like to invite you to demonstrate your development skills by implementing a small web application for chess.**

You will be provided with a skeleton of the application, using

- Vue.js with typescript and 'vue-property-decorator' for the front-end part
- Node.js, typescript + express for the server side
- MongoDB + mongoose for storing the data

We would expect that you base your solution on OOP principles, create nice architecture and produce clean code

### **1. Allow 2 and more users to move pieces in the same chess game**

Multiple users should be able to make moves in different browser tabs concurrently, take race conditions into account.

Black and white should be allowed to make moves in turns, none of them can make 2 or more consecutive moves.

### **2. Store the moves of the game in MongoDB**

Only **valid** moves should be stored in the database.

Valid are all moves with a piece that satisfy the below.

Piece is allowed to move:

- on the board
- to a free square
- to a square where opponent's piece is placed

Piece is **not** allowed to move:

- to a square where an own piece is placed
- to a square where a king is placed

Please, do not use existing chess libraries, we would like to see how you do it :)

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**Good luck!**

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