Top G Chess

Implement a minimalist chess app. First, create a class **ChessBoard**(contains only the **width** and **height** of the board) and a class **Piece** with a purely virtual method void *move*(ChessBoard&,int,int) and a **position**(x,y). Then, create a class **Pawn** which implements the move method while checking whether the move is legal for a pawn. If not, a **ChessException** is thrown. Then, create a class **Rook** and a class **Tower** implementing their specific constraints from the game of chess. The class **Game** is composed of a vector of polymorphic entities of type Piece. Simulate a game of chess on the board : after each move, check if two pieces occupy the same space and pop the one that wasn't moved.You will only receive the praise of the Top G Grandmaster if you also test the game simulation with *cassert*.