Chess Game With AI Player

This is a console-based chess game implemented in Python. The game allows you to play chess against an AI opponent.

**Objective**

The objective of the game is to checkmate the opponent's king. In chess, a player is said to be "checkmated" if their king is in a position to be captured (in check) and there is no legal way to remove it from attack. The game also ends in a draw under certain conditions such as stalemate (where the player to move has no legal move and is not in check) or insufficient material to checkmate.

**Features**

* **Chess Rules**: The game follows standard chess rules including castling, en passant, pawn promotion, and the fifty-move rule.
* **AI Opponent**: Play against a built-in AI that uses a combination of algorithms (like minimax with alpha-beta pruning) to make intelligent moves.
* **Move Validation**: Moves are validated according to the rules of chess to ensure that illegal moves are not allowed.
* **Check and Checkmate Detection**: The game checks for checks and checkmates after each move to determine the game state.
* **Input Parsing**: User input is parsed to allow for both standard algebraic notation (e.g., e2-e4) and coordinate-based input (e.g., e4).