Use Case Text

1. User starts the game

2. User selects an opponent.

System displays the board. **3.**

4. Player selects a piece to move.

System shows valid moves for selected piece. **5.**

6. Player selects a move. If the move is invalid, return to step 5. If piece selection is canceled repeat step 4 and 5.

System refreshes the board with the new move. **7.**

8. Switch Player.

Step 3 through 8 are repeated until a winner is declared/checkmate or a draw is declared.

System shows game over screen. **9.**