**OOP Mini-Project Requirements**

**Project Title:** Chess Game

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**Project Aims**

* The goal of this project was to attempt to make a fully working chess game, with chess rules.
* The player should be able to choose which piece to move and location to send to.
* Once the king is dead the game should end.
* The system must have validation for where to move a piece.
* The system must be able to stop users from placing their piece on a friendly occupied tile.
* Logical implementation of the rules