

#### Features:

- 2 teams and a way to switch between the two teams (taking turns)
- All of the pieces
- A starting "setup"
- Place pieces on board (gui)
- Rulebook, and a way to check if moves made are legal
- Pop up window to display rules
- A place on the board to know what has been taken
- When you click on a piece, the available spots on the board will be highlighted
- Hide rank of opponent's pieces

#### Concept Art:

- Welcoming screen
- Gameboard
- You won!/Lost

Board - shouldn't be too hard to use an image of the actual board

Maybe: AI plays