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
- Error popup in case something goes wrong
- Indicate valid/invalid movements
- Popup to select what piece you would like to place
- Popup to choose what action to take with a piece

Concept Art (see pictures in docs folder)
- Welcoming screen
- Gameboard
- You won!/Lost

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