```python
import pygame

import sys


# Initialize pygame

pygame.init()


# Screen setup

screen_size = (640, 640)

screen = pygame.display.set_mode(screen_size)

pygame.display.set_caption('Chess Board')


# Define colors

black = (0, 0, 0)

white = (255, 255, 255)


# Font for drawing piece letters

font = pygame.font.SysFont('arial', 50, bold=True)


# Draw the chessboard

def draw_board():

    square_size = 80

    for row in range(8):

        for col in range(8):

            color = white if (row + col) % 2 == 0 else black

            pygame.draw.rect(screen, color, (col * square_size, row * square_size, square_size,
square_size))


# Draw the pieces (letters)
```

```python
def draw_pieces(board):
    square_size = 80
    for row in range(8):
        for col in range(8):
            piece = board[row][col]
            if piece != '.':
                # White pieces = uppercase (draw in white)
                # Black pieces = lowercase (draw in gray)
                if piece.isupper():
                    text_color = (240, 240, 240)  # white-ish
                else:
                    text_color = (100, 100, 100)  # gray for black pieces


                text_surface = font.render(piece.upper(), True, text_color)
                text_rect = text_surface.get_rect(center=(col * square_size + 40, row * square_size + 40))
                screen.blit(text_surface, text_rect)


# Initial board setup
board = [
    ['r', 'n', 'b', 'q', 'k', 'b', 'n', 'r'],
    ['p', 'p', 'p', 'p', 'p', 'p', 'p', 'p'],
    ['.', '.', '.', '.', '.', '.', '.', '.'],
    ['.', '.', '.', '.', '.', '.', '.', '.'],
    ['.', '.', '.', '.', '.', '.', '.', '.'],
    ['.', '.', '.', '.', '.', '.', '.', '.'],
    ['P', 'P', 'P', 'P', 'P', 'P', 'P', 'P'],
    ['R', 'N', 'B', 'Q', 'K', 'B', 'N', 'R']
```

```python
]

# Main loop
running = True
while running:
    screen.fill(white)
    draw_board()
    draw_pieces(board)
    pygame.display.update()

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

pygame.quit()
sys.exit()
```