Change to 1.6: After the king is captured, the game will congratulate the winner than quit, no reset option is given

No ChessPieceInterface: it was only used to force the sub-classes to make moveTo a boolean but I did that anyway and removed the interface

moveTo has a boolean parameter called isThreat: to make checking for threats easier the moveTo method is called but the parameter isThreat is set to true so a move is not actually done in that case. moveTo still acts the same as before if isThreat is set to false

updateThreateningLocations has no parameters: The implementation that I chose does not require it so it was omitted

locationInDanger was removed: All threatening locations are updated after a valid move so that even if a piece of the same team moves out of the way the check will still be show

anyMovesLeft was removed: This was only needed for checkmate and now we let the user deal with being in check themselves

check was moved to PlayGame: it was easier to update all the pieces and check if they had a king in their ArrayList while in PlayGame then to keep track of each king and have him see if he is in check