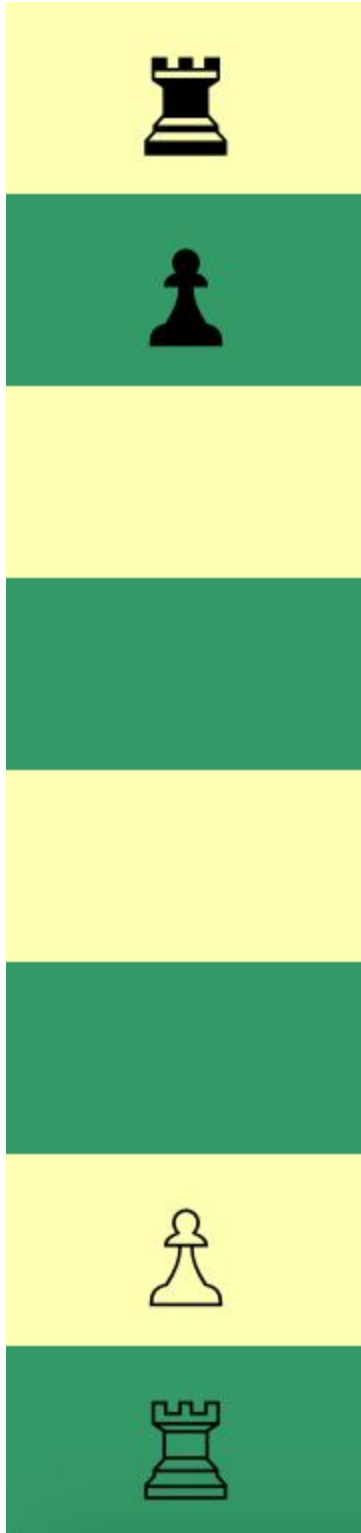


- 1) The entire board should load after you run main in BoardController.java -- that is, you should not have to maximize any windows to see the board layout.



2) The left-most, bottom-most piece for a player should be a rook on top of a green square. It is important that the square be green.



3) The pieces should be correctly laid out.

Deselect Piece Move Back Forfeit Skip Turn Turn: White

The options panel should have these options on it.