Title: Chess Player

Final Plan - April 19th

- Task 0 - Description of Chess and the motivation for the project
- Task 1 - Display the empty board
- Task 2 - Add Functionality to the board
- Task 3 - Create Castles and add to board
- Task 4 - Random Moves for Castles
- Task 5 - Create King and add to the board
- Task 6 - Random Moves for kings
- Task 7 - Create Bishops and add to the board
- Task 8 - Create Queen and add to the board
- Task 9 - Create Pawn add to the board
- Task 10 - Create Knights and add to the board

// Complete Restart of Project Recreated Previous Tasks with a New Board Representation
//   The code is different but archives the same outcome
- Task 11 - Have piece move around other pieces
- Task 12 - Populate Board with starting positions
- Task 13 - Be able to remove pieces
- Task 14 - Determine "legal" moves
- Task 15 - Game playing interface
- Task 16 - Random chess player
- Task 17 - Implement turochamp evaluation features
- Task 18 - Discussion of results