

Multidimensional Lists

1. Write a program that creates an 8 x 8 chessboard. Fill the board with pieces, according to the [standard rules](#). Use any symbols you like. For the pawns on the second rank, use a loop to place them. Display the filled board.
2. *Treasure Hunt*: Create a 12 x 12 grid. On square (0, 0), mark the player. Randomly select three of the remaining 143 squares, and place a “treasure” on them. The player should be able to enter one of four commands (N, S, E or W) to move in a cardinal direction. Ensure that the player remains on the grid at all times. If the player lands on a square containing a treasure, the hunt ends. Display a message showing the total number of steps taken.
3. *Treasure Hunt (version 2)*: Modify your program above so that whenever the player is 2 squares away from a treasure (horizontally, vertically or diagonally), a message is displayed indicating that they are close to a treasure.