

- The screenshot on page 1 of the assignment shows a "Time" column in the history list. Do we have to implement that? If yes, which time should be displayed exactly?

You don't have to implement this.

- Should the history list be restored after a "game"-file has been loaded? What shall be displayed in the "Time" column then? Shall undo's of moves read from the file be possible? If yes, how is it possible to undo "attack"-moves? We have no information about the captured pieces...

You don't have to show the time of moves in the history list since they are not listed in the requirement. You should not undo moves from file. Undo only means undo the moves in current round of the game. As to the implementation technique, you may need to reference command pattern implementation.

- What shall the "reset" function `_exactly_` do? What is the meaning of "initial state" in this case? Is it the default start position of a chess game? (so the functions "new" and "reset" are the same?)

Reset and new are same. Initial state means the white player and black player do not do any move, all pieces stay at the initial positions.

- What shall be done if a game file has been loaded where the black player did already the latest move? Calculating and doing a move for the black player would be illegal according to the rules...

Your program should decide the current state of the loaded game. If it is the latest move, then show corresponding information to the player.

- How should castling be displayed in the history list and in a game file (notation of the form "a1-a2" does not work because two pieces will be moved)?

Please take a look at the link regarding algebraic notation given in assignment 1. I think the history should take the algebraic notation to represent the move.