1. Generate random integer
2. Check all the requirements for it to move
3. Move piece
4. Output the final array to user

1. Generate random integer
    a. Use math.random to generate a random int between 0 and 7 and add 1
    b. Store in a variable
2. Check all the requirements for it to move
    a. This should be its own method
    b. The new spot shouldn't be outside the 9x9 grid
    c. The space moving to should not have a value greater than 0
    d. The integer generated shouldn't also be used
        i. This should be done with a second array length 8
        ii. When a number gets used, give that number spot in the array 1
        iii. If all the numbers are used, give a boolean value false, which will terminate the loop
3. Move piece
    a. Give the spot in the 2-D array the value of the "turn"
    b. Flush the array above that holds all the checked values
    c. Steps 2 and 3 done in a while loop until no more moves can be made (look at 2D)
4. Output
    a. Traverse the 2D array and print the values assigned
    b. Output number of turns the program could exectute