Rules:
1. Player takes turns rolling a 6-sided die, moving the matching cube.
2. If the matching cube is already gone, choose the next piece with the highest or lowest number.
3. Valid moves for top-left player: right, down, diagonal down and to the right.
4. Valid moves for bottom-right player: left, up, diagonal up and to the left.
5. Any cube which already lies within the target square is removed from the board.

Winning conditions:
- Get one of the 6 cubes to the opponent's far corner square
- OR: remove all of the opponent's cubes from the board.

Functions:

Piece class:
...

Board class:
…

playNDE.py (= main.py): (DONE/TODO)
(scott) Initialize board and pieces
(ronan) roll_dice():
> Return: random number (1-6)

(ava) get_next_player():
> Arguments: current player
> Return: next player

(ronan/ava) check_piece_presence():
> Arguments:Board_position
> Return: boolean

(ava) get_next_piece():
> Arguments: current piece
> Return: next_highest or next_lowest piece

(scott/ronan/ava) move_piece():
> Arguments: moving piece

(scott) remove_piece():
> Arguments: piece at the target board position

(scott) print_board():
> Arguments: board

(ava) check_win_condition():
> TODO: count #pieces == 0?
> Return: boolean, winner

(ronan/ava) is_move_valid()
> Arguments: new_board_position
> Return: boolean

AI class:???

...