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- Who uses it?
 - People that want to play checkers on their computer
- Why does he use it? What is he trying to accomplish when he uses it?
 - He uses it because he is bored and wants to entertain himself by playing checkers
- What functions does your software provide to the user that helps him achieve his goal(s)?
 - It provides him the ability to play checkers
- How does he use it? What steps does he go through in order to achieve his goal(s)?
What are the workflows he progresses through when using it?
 - Current plan is to implement a CLI that lets the user input the moves he wants to make, and outputs the state of the board. If there is enough time, then we hope to implement a GUI.