We will create a 2d grid that is 8by8

white checker var

Black checker var

Check who’s turn is friend

Check if checker is out of bounds

If checker is out of column is out bounds and row is out of bounds

Assign indices is user moves

If [x==or-1] or[y==+or-1] to see if user moves diagonally

Check get checker and see if user is moving a piece on another piece

The program will ask the user which column and row they want to move a piece too and checks if the move is invalid

If statements to check for invalid moves

* Trying to move further than what is allowed
* Selecting a space that doesn't have a piece
* If the user is trying to move backwards
* Moving on your own space
* Trying to jump a piece when the user cant

Update the board after the user inputs a valid move