Project Writeup
Team: Jacob Brauchler
        Alex Tzinov
        Kyle Wiese

Title: Checkers!

Description: An interactive, gui based checkers game against an AI that will have varying levels of difficulty.

Platform/Environment: Java

Programming Languages:

Language	Jacob Brauchler	Alex Tzinov	Kyle Wiese
Java	beginner	beginner	beginner

Functionality:
- players can play checkers with all game rules enforced
- players will be shown all given legal moves for any piece
- players will be given option to play with keyboard or mouse
- AI will always play by the rules
- AI will have varying levels of difficulty
- players scores(number of moves and duration of game will be stored over time)

[OPTIONAL]   Stretch Functionality: