Attributes:

* private Checkerboard checkerboard
* private int [][] pieces
  + 2D array the size of the board. If empty, cell contains 0, else pieceNumber. Used to store the location of all pieces relative to the board. 1-12 are light color, 13-24 are dark color.
* private int[] kings
* private String user1Name
* private String user2Name

Methods:

* public Checkers(Checkerboard checkerboard, String user1Name, String user2Name)
* public bool isLegalMove(int pieceNumber, Point index1, Point index2)
  + Checks if a move is legal by comparing the piece’s index in the pieces array and the potential location, any other pieces in between, if it’s a king, etc.
* public String isGameOver()
* public bool movePiece(int pieceNumber)
  + Calls isLegalMove, moves piece(s) if so, and returns a bool indicating success
* private void populatePieces()
  + Used to initialize the board by populating the pieces in the pieces array.
* public bool isKing(int pieceNumber)
* private void setCheckerboard(Checkerboard checkerboard)
* private void setUser1Name(String user1Name)
* private void setUser2Name(String user2Name)
* public Checkerboard getCheckerboard()
* public int[][] getPieces()
* public String getUser1Name()
* public String getUser2Name()