The criteria to end the game are crucial for ensuring a complete and accurate checkers game experience. Here are the criteria you mentioned earlier:

1. **No More Moves**: A player has no legal moves left, resulting in a loss for that player.
2. **All Pieces Captured**: One player captures all the opponent's pieces, resulting in a win.
3. **Stalemate**: Neither player can make a move without repeating previous moves indefinitely, leading to a draw.
4. **Agreement**: Both players agree to a draw.
5. **Threefold Repetition**: The same position occurs three times with the same player to move and the same possible moves, resulting in a draw.
6. **50-Move Rule**: 50 consecutive moves are made without a capture or a piece being moved, resulting in a draw.

In the code provided, the game checks for a winner with the game.winner() method. To ensure all criteria are met, you may need to extend the winner method in the Game and Board classes to include these conditions.