1. Create a dictionary to hold our “pieces” that we’ll use on the board
    a. We need a white (chr(9675)) and a black (chr(9679)) piece

2. To manage the state of the game, we’ll need to make a “game” class that will store the state of the game throughout the lifecycle of the game.
    a. The game will contain the “board” which will be a 2d list which will be empty at first
    b. The game will start with the white piece going first
    c. There will be a method to change the current player from white to black or black to white when a user enters “stop”
    d. There will be a method that will take in a row and column depending on what the user enters and will change the state of the board accordingly. If the user enters an invalid input such as if there is already a stone in that location, print a message to the user, else update the board by indexing the 2d list from earlier
    e. There will need to be a method to display the state of the board and game by printing out the 2d list into the console
    f. The main loop for the game should be a while loop that will print out whether its black or white’s turn, then ask the user for an input (row & column) of where to place a piece.
        i. If the user enters stop, call the switchTurn function from earlier
        ii. If the user enters a vald row and column, call the placeStone function from earlier and update the board state
3. To run the program, the user must enter row and column values to place stones on the board until they enter “stop”, which will switch the turn to the other user