John Powell, Jerry Kurtin , Ananth Madan, Khanh Dao
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Checkers Game - The Algorithm

1. Display board with pieces and display index row/column alongside the board so that the user can select and move pieces
2. Select a piece by asking the user to enter a row and column index separated by a space (e.g. 0 1)
    a. If input is 'stop', exit the program
3. Move the selected piece by asking the user to enter a row and column index separated by a space (e.g. 1 2)
4. Validate input for step 3
    a. Make sure the destination is on a black square (column + row is odd)
    b. Make sure the selected piece is on the board (if not, then say the piece does not exist)
    c. Validate that the piece can move to its location
    d. Validate that pieces only move to adjacent squares
5. If step 3 (moving the piece) is not validated, tell the user that it is an invalid move and go to step 1
6. If step 3 is valid, then replace the destination piece/spot with the selected piece and let the starting spot become an empty space (the piece has moved - there is nothing there)