By submitting this assignment, I agree to the following:
"Aggies do not lie, cheat, or steal, or tolerate those who do."
"I have not given or received any unauthorized aid on this assignment."
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The first thing we need to do is to create the board. We'll use a 2d list to store the game state. The list will have 8 lists in it, each with length 8, filled with characters that represent either pieces or empty spaces

1. Create checkerboard using an 8 by 8 2-d list filled with strings so that it looks like a game board when printed(pieces alternating spots, with a 2 by 4 empty space in the middle of the game board)
2. Print the updated board after every move using an update function
3. Get input from the user
4. Create a while loop that runs until the input is "stop"
5. The pieces will be represented by "O" and "@"
6. Empty spaces will be represented by "."
7. Make a function that prints out the board so that we don't need to retype over and over.
8. In the while loop call an algorithm that handles the input from the user and modifies the board accordingly.

RULES:

- Selected start piece can not be an empty piece
- If a piece occupies the end location, that piece is deleted and the new piece is placed there
- Can only move to a black space