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Checkers game

Game Objectives:

- Move the checkers from one point to another using the mouse
- Allow the checkers to capture pieces of the opposite site
- Show all the correct moves for a selected figure
- Do not allow the figures to make wrong moves
- Once the figure reaches the end of the opposite side it will become a king
- A king has different moves to a normal piece

Graphic interface objective:

- Draw an 8 x 8 board using black and white
- Place the red and grey checkers in the correct order on the board
- Allow the players to interact with the board with the mouse
- A king piece will have a yellow mark on it

Flow chart of the main part of the game

```
set_up_board and draw_pieces  →  main  →  get_rowcol_for_move
                                                    ↓
is_a_piece_selected  ←  movesoutline  ←  move_pieces
        ↓
move valid  →  make king  →  set_up_board and draw_pieces
```