Brendan Russo - Mini Checkers Iteration 2

# Main Goal

The main goal of this iteration is to set up the Board and Cell class so that the game GUI can be implemented in the next and final iteration. The Board class will contain all the information about the game including what pieces are where and what spaces are empty. The Cell class will know about it’s current location. Whether a player piece resides in itself and the positions that the player can move to.

## Steps involved

* Setup the Cell class to have row, col, ID, and null TopLeft, TopRight, BottomLeft and BottomRight cells.
* Board will contain an array of empty cells 8x8
* Find all the movable locations for each cell
* Initialise starting locations for the player
* Be able to update/remove where the player has cells.
* Check for valid moves
* Return a string representation of the Board