Checkers

We will be making a checkers board game using a Game, Board and Squar class. Our plan is to eventually implement an AI that you can play against but for our initial design we are only including the classes needed to make a 2 player checkers game. Apart from normal functions needed for a 2 player game like making movers and checking if someone has won or if it is a valid move, we have also included a function that allows you to go back 1 or more moves by including a Stack of stored board positions from before.