Pieces are draggable (on click)

If ((space != .a div:nth-child(even)) || (space != .b div:nth-child(odd)) {

Do not move the piece to this space;

JS functionality I need to implement:

* Keep pieces from moving backwords unless it is a King piece
* Make a piece hide or delete it from the board if it is overtaken by an enemy piece
* Alternate turns between red and black pieces
* Convert a regular piece to a King if it reaches the last row in enemy territory
* Restart game menu
* Possibly a timer/clock