Draughts

Piece must be able to:

* Move forward
* Jump (move 2 squares and delete piece).
* Double/triple/X jump (move 2(X) squares and delete X pieces).
* Become King
* Move backwards (if king)

For xJump:

* Get pieces to topLeft and topRight (bottom for other colour. Both if king)
* If either piece contain an enemy, get piece diagonally behind
  + If this piece contains an enemy or friendly, move is invalid
  + If this piece is empty loop back to top
* If (loopNumer % 2 == 1): this is a jump. Add jump to availableJumps.