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 multijump:  
  Try jump again. If jumps are available, jump again. Otherwise end move.

The game must be able to:

* Manage changing turns.
* Count how many pieces are left.
* Save to file.
* Load from file
* Create a new instance of the game.