VIEW								
MODEL								
CONTROLLER	A checker space should be able to be clicked once in order to select the piece and then the user should be able to click the direction that the piece should go out of a couple of selection options for movement.							
Checkers	Checkers should be able to move to diagonal squares in their given direction. Checkers should also be able to jump over opposing checkers, given that they are not blocked.							
Board	the Board will consist of squares of alternating colors, Checkers will only be able to travel diagonally on squares of a single color							
King Checkers	Once a Checker gets to the opposite side of the board it will be able to travel backwards							