

User Stories						
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 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.						
Once a Checker gets to the opposite side of the board it will be able to travel backwards (King Piece)						
The game will start when the button is clicked and end at the termination of the game						