SUDO CODE:

-1st function: start_board
START
we use a for loop inside another for loop, to create the board(8x8 matrix) and put the pieces in their respective places. We use '.' to fill the blank spaces with dots.

-2nd function: print_board
first we read 7 numbers (from 0-7) to know the positions of the board and know to make the moves.
We use for loops in order to PRINT the whole board with every piece.

-3rd function: void_moverpieza
we declare the matrixes in order to move the pieces and when a piece is moved, the gap where the piece was, is filled with a dot, and if there is an opponent's piece, it kills it.

-4th function: finish_game
We check every spot of the matrix, and if there is 1 king missing, someone has won the game.

main function:
we have to declare 4 int variables, 2 for the piece you want to move and the other 2 for the place you want to move it. We have to use a while loop in order to make sure we are moving the piece to the right place (not out of the board) as well as checking if there is a piece of our own color in that space. We have to write this code two times, one is for the black player and the other one for the white one.

START

Create matrix
[8][8]

Fill matrix with the
pieces of each
player and dots in
the empy spaces

Check if both
kings are alive.

NO

YES

End of the game,
someone won!!

Ask first player
what move he
wants to do

Sí

If move cannot be done, ask again the use, until he
does a good movement.

Check if both
kings are alive.

no

Sí

Ask second
player, what move
he wants to do

If move cannot be done, ask again the use, until he
does a good movement.

Sí