1. Store starting board
Starting board:
```
 .O.O.O.O
O.O.O.O.
.O.O.O.O
 ........
 ........
o.o.o.o.
 .o.o.o.o
 o.o.o.o.
```

Spaces available to move
```
.O.O.O.O
O.O.O.O.
.O.O.O.O
!.....!
 .......!
 o.o.o.o.
 .o.o.o.o
o.o.o.o.
```

If the row is even and the column is odd, or vice versa, there should be a piece The 4th and 5th row should have no pieces If the row is 1-3, it should be "O", if the row is 6-8, it should be "o" Everything else should be "."
 2. Instructions for user input
    a. Choose a piece to move
        i. Enter a number between 1 and 8 for row
        ii. Enter a number between 1 and 8 for column
    b. Choose where to move it to
        i. Enter a number between 1 and 8 for row
        ii. Enter a number between 1 and 8 for column

The program needs to take the coordinates of the piece and move it to the coordinates that the user chose to move it to
The program needs to keep going until the user inputs "Stop"
If a piece goes to a square with a piece in it, that piece is removed
It can only move to the valid highlighted spaces available to move