Program description

The following program represents a board game where you move coloured pieces. Each time a player takes an opposing piece the stack increases by one. I was able to initiate structures to represent players.

Create a 2D array to represent the board

Create characters on the board to represent pieces

I was able to initiate moves for the players and the characters on the board would change based on the move made however I was not able to get the empty space after a move was made to reset to the character 0

I was able to create stacks which could be added to or taken away form to represent pieces and what they currently represent based on previous moves