

User Stories:

1. Get Game Started
 - As a player, I want to see an 8x8 checkers board with alternating dark and light squares printed on the console.
 - The board should display row and column coordinates (e.g., A1, H8) for players to reference during the game.
2. Set Two Players
 - As a player, I want two players (Player 1 and Player 2) to take turns playing their pieces on the board.
 - Each player should be assigned pieces of different shape.
3. Move Pieces
 - As a player, I want to specify my move by entering the starting and ending positions of the piece (e.g., A1 to C3).
 - Players can only move diagonally, and only if the destination square is empty.
 - A piece can only move one step diagonally, except when jumping over an opponent's piece.
4. Capturing Opponent's Piece
 - As a player, I want to jump over my opponent's piece if it is adjacent to mine in a diagonal position, landing on an empty diagonal square.
 - The jumped piece should be removed from the board ("captured").
5. Promotion to King
 - As a player, I want my piece to be promoted to a "King" when it reaches the opponent's back row.
 - Kings should be able to move both forwards and backwards diagonally.
6. Winning Condition
 - As a player, I want to win the game by capturing all of my opponent's pieces.
 - I also want to win if I block all possible moves of my opponent.
7. Game Over
 - As a player, I want to see an alert on the console when the game is over, declaring the winner.
 - I should have the option to restart the game after a winner is declared.