UserDatabase

• store user id (creates new id for each user) • store username (stores username) • store password (stores password to verify login) • isAdmin = true/false (determines which user is an admin) • update user records (update user record, delete)	• Leaderboard • Player • Admin • Login • HistoryResults • GameDatabase

Game

Leaderboard

• getUsername (displays username) • getUserProfilePic(displays profile picture of user) • getTotalWins(shows user total wins) • getTotalLosses(shows user total losses)	• LeaderboardGUI • Player • GameDatabase

Game

• gets username (to show player) • loads game space(to view the board and places to move) • display betting (to choose how much to bet) • implement controllers (to enable player to move) • track game score (to determine who won)	• StoneCapture • GameLogic • CounterPos • Player • Admin • Endgame

EndGame	Game
- Update win/loss for users (to update win/loss count from game result) - UpdateCredits (update new credit amount if betting took place) - Close GUI for game (close game after end and revert back to player dashboard) - Revert back to dashboard (to revert back and load dashboard)	- GameDatabase - Credits - Player