OmegaChess

- Has user String for the current user
- Has Enumeration SCREEN
- Is the core of our program, it launches the client which processes requests from the different screens and sends them to the server.

OCClient

- Has objects serverHostName, localHostName, hostName, portNumber, socket, out, and in

- OmegaChess
- OCMessage

OCMessage

- Has objects map and keys
- Converts a request and response to and from a string for Server-Client communication

- OCClient
- OCProtocol

OCMultiServer

- Listens for new connections from clients
- If the connection is successful it passes the client to a new OCMultiServerThread

OCMultiServerThread

- Uses OCProtocol to process requests from the client

- OCMultiServer

OCProtocol

• Processes requests sent from the client and returns an OCMessage as a String to the client	• OCMultiServerThread

OCServerData

• Has objects profiles, matches, and previousGames • Stores variables on the server to allow users to come and go as they please	• OCMultiServer • OCMultiServerThread • OCProtocol

MainMenuScreen

• Has objects stage, loginBtn, registerBtn, and exitBtn • Choose a screen from login or register	• OmegaChess • OCClient

InviteScreen

• Has objects stage, submit, home, opponentName, anotherUser • Sends invite request to the server from the client	• OmegaChess • OCClient

LoginScreen

• Has objects stage, loginBtn, backBtn, nickNameBox, passwordBox • Sends login request to the server • Logs the user in and takes them to the lobby screen	• OmegaChess • OCClient

RegisterScreen

• Has objects stage, registerBtn, backBtn, emailBox, nickNameBox, and passwordBox • Checks password strength • Sends a register request to the server then returns to MainMenuScreen	• OmegaChess • OCClient

LobbyScreen

• Has objects stage, createGameBtnm, resumeGameBtn, logoutBtn, profileBtn, and exitBtn • Gives the player the option to view their profile, send an invite to another user, and resume a match they are in	• OmegaChess

ProfileScreen

• Has objects, stage, unregisterBtn, lobbyBtn, changePwBtn, changeNicknameBtn, skin, style_label, nickname • Displays the User's information • If you are viewing your own profile option to change nickname and password • View the users win/loss/tie ratio • Sends a request to the server to get the user's data	• OmegaChess • OCClient

RulesScreen

• Has rules • Shows the rules of Omegachess to the user	• OmegaChess

MailboxScreen

- Has objects outBox, inBox, outCount, inCount, - Has a button to show the user their outBox/inBox - When viewing outBox cancel an invite - When viewing inBox accept/decline an invite	- OmegaChess - OCClient

ArchivesScreen

- Unsure what objects this will have currently - Show previous games that the user has won and lost	- OmegaChess - OCClient

ResultScreen

- Unsure of what objects this will have yet - Show the user the results of a match when it has finished	- OmegaChess - OCClient

BoardSquare

- Has currentPiece - Contains the sprite of the currentPiece on it - Highlights if it is contained in the legalMoves of a piece	MatchScreen

GameRecord

- Has objects winner, loser, players, numMoves, and draw - Creates an object that holds the results of a game - Stores it in the OCServerdata/UserProfile	OCServerData

UserProfile

• Has objects nickname, password, emailAddress, gamesWon, gamesLost, gamesTied, playedWith, and mailbox • Stores the data of a user	• OCServerData

Mailbox

• Has objects sent and received • Holds lists of sent and received invites between other users	• UserProfile

Invite

• Has objects inviter, invitee, accepted, and declined • Send an invite to a user you deem by their username	• Mailbox • OCMultiServer

Notification

• Has objects event, message, date • Notifies the user if they have any change in their mailbox • Notify if you have a game request • Notify if someone accepts/declines game invite	• Mailbox • OCMultiServer

Match

• Has objects board, player1Pieces, player2Pieces, and turn • The match is the instance of a game between two players. • I keeps track of the current board state	• OCServerData

TurnTracker

• Has objects player1, player2, currentTurnPlayer, and currentTurnColor • Keeps track of whose turn it is	• Match

ChessBoard

• Has objects moves, black_pieces, white_pieces, and board • Allows a piece to move based on its list of legalMoves	• Match • ChessPiece

Abstract

ChessPiece
Pawn, Rook, Knight, Bishop, Queen, King, Champion, Wizard

• Has objects row, column, and moved • Has Enumeration Color • Returns a list of Moves as a piece's legalMoves	• ChessBoard • Move

LegalMoves

• Has objects listofMoves, isEnPessant, and isCastle • This is a helper class for holding the legal moves of a piece	• ChessPiece