	Driver	HashPasswords	Game	GameBoard	Point	*Piece*	NetworkManager	RecieveThread	Sender	*NetworkMessage*	*ViewMessage*	ViewMessageFactory	GameView	LoginView	MenuView	InviteView	ProfileView
P-01 (Register)	X	X					X	X	X	X	X	X		X			
P-02 (Login)	X	X					X	X	X	X	X	X		X			
P-03 (Create Game)	X		X	X	X	X	X	X	X	X	X	X			X		
P-04 (Invite to Game)	X						X		X	X	X	X			X	X	
P-05 (Play Game)	X		X	X	X	X	X	X	X	X	X	X	X		X		
P-06 (Accept Invite)	X						X	X	X	X	X	X			X	X	
P-07 (Make Move)	X		X	X	X	X	X	X	X	X	X	X	X				
P-08 (Complete Game)	X		X				X	X	X	X	X	X	X				
P-09 (Abandon Game)	X						X		X	X	X	X	X				
P-10 (Unregister)	X	X					X		X	X	X	X			X		
P-11 (View Profile)	X						X	X	X	X	X	X			X		X
	Classes in *italics* are representing the abstract classes that the concrete classes extend and actually fulfil the use case for sake of simplicity and keeping the matrix small enough to read																
	Use cases in grey have not been implemented, due to the server/database not being fully implemented at time of the completion of this sprint (P3).																