**External Interface**

1. Saving Games

The player can save an incomplete game and later resume the game from the list of saved games in his/her match inbox.

1. Leaderboard

The user can see their rankings and scores through leader board at the end of the game.

1. Scoring

The player gains points on every capture of opponent’s piece. The player gains more points when it reaches the opponent’s end and it becomes the King.

1. Legality check

If an illegal move is made display a message that the move was illegal and the checker should snap back to the square the checker was dragged from.

**Optional Enhancement:**

1. Chatbot

The chat modules allow users to chat with the opponent while playing the game. The user is presented with chat functionality by a button to be clicked while playing the game.

2. Drop down menu that will allow the user to choose other images, icons, and shapes for the checker. It also includes an image or icon to represent the king. This option should also allow the two players to choose differing sets of icons or images.