	Match	Board	Tile	Piece	User	Server	Client
Use Case (ID: 1) - Register to System					X	X	
Use Case (ID: 2) - Create a New Game	X				X	X	X
Use Case (ID: 3) - Run Game	X	Х	X	X	X	X	X
Use Case (ID: 4) - Invite Another User					X	X	X
Use Case (ID: 5) - Quit Game	X				X	X	X
Use Case (ID: 6) - Unregister					X	X	
Use Case (ID: 7) - View Profile							
Use Case (ID: 8) - View Game History							
Use Case (ID: 9) - Login					X	X	X
Server is inclusive of: AbstractServer, Co	onnectionToClie	ent, and Server					

Client is inclusive of: AbstractClient, Client, Client Application, ClientController, GameTab, LoginController, LoginListener, MatchListener, and MoveListener.