	Match	Board/GameTab	Tile/TileGUI	FinishedMatch	Invitation	Profile	Piece/PieceGUI/PieceTypeGUI	User	Server	Client	Common
Use Case (ID: 1) - Register to System								X	X	X	X
Use Case (ID: 2) - Create a New Game	X							X	X	X	X
Use Case (ID: 3) - Run Game	X	X	X	X			X	X	X	X	X
Use Case (ID: 4) - Invite Another User					X			X	X	X	X
Use Case (ID: 5) - Quit Game	X			X				X	X	X	X
Use Case (ID: 6) - Unregister								X	X	X	X
Use Case (ID: 7) - View Profile						X		X	X	X	X
Use Case (ID: 8) - View Game History						X		X	X	X	X
Use Case (ID: 9) - Login								X	X	X	X
Use Cases Met: 9/9											
Server is inclusive of: AbstractServer, ConnectionToClient, and Server											
Client is inclusive of: AbstractClient, Client, Client Application, ClientController, GameTab, LoginController, ProfileController, RegisterController											
Common is inclusive of: All event handling classes											
Updates 11/9/2017											
- Changed BoardGUI to GameTab											
- Added FinishedMatch, Inviation, and Profile classes to satisfy use-cases.											
- Added Xs where Use Cases 4,7, and 8 are satisfied with the new classes.											
- Added ProfileController and RegisterController to Client abstraction list											