USE CASES MET: 10/10									
GAME CLASSES									
GAME CLASSES	Board	Color	FinishedMatch	Match	MatchStatus	Piece	Tile	TileType	
Use Case (ID: 1) - Register to System	Dodiu	Coloi	Finishediviaten	IVIAICII	Matchistatus	Fiece	Tile	Tile Type	
Use Case (ID: 1) - Register to System Use Case (ID: 2) - Create a New Game									
Use Case (ID: 3) - Run Game	X	X	X	Х	X	X	Х	Х	
Use Case (ID: 4) - Invite Another User	^	^	^	^	^	^	^	^	
Use Case (ID: 5) - Quit Game									
Use Case (ID: 6) - Unregister									
Use Case (ID: 7) - View Profile									
Use Case (ID: 8) - View Game History									
Use Case (ID: 9) - Login									
Use Case (ID: 10) - Create Game with AI									
AI CLASSES									
	Al	AlClient	Coordinate						
Use Case (ID: 1) - Register to System									
Use Case (ID: 2) - Create a New Game									
Use Case (ID: 3) - Run Game									
Use Case (ID: 4) - Invite Another User									
Use Case (ID: 5) - Quit Game									
Use Case (ID: 6) - Unregister									
Use Case (ID: 7) - View Profile									
Use Case (ID: 8) - View Game History									
Use Case (ID: 9) - Login									
Use Case (ID: 10) - Create Game with Al	X	X	Х						
ese case (i.e. i.e) ereate came marra									
COMMON CLASSES									
	Event	Invitation	Profile	UserID					
Use Case (ID: 1) - Register to System	Х			Х					
Use Case (ID: 2) - Create a New Game	Х			X					
Use Case (ID: 3) - Run Game	Х			Х					
Use Case (ID: 4) - Invite Another User	Х	Х		Х					
Use Case (ID: 5) - Quit Game	X			X					
Use Case (ID: 6) - Unregister	X			Х					
Use Case (ID: 7) - View Profile	Х		Х	Х					
Use Case (ID: 8) - View Game History	X		Х	Х					
Use Case (ID: 9) - Login	X			Х					
Use Case (ID: 10) - Create Game with Al	X								
GUI CLASSES									
	ClientApplication	ClientController	GameListCell	GameListCellListener	GameTab	InviteListCell	InviteListCellListener	LoginController	
Use Case (ID: 1) - Register to System	X	X							
Use Case (ID: 2) - Create a New Game	X	X	Х	X	Х				
Use Case (ID: 3) - Run Game	Х	X	Х	Х	Х				
Use Case (ID: 4) - Invite Another User	X	X				X	X		
Use Case (ID: 5) - Quit Game	X	X	Х	Х	X				
Use Case (ID: 6) - Unregister	X	X							
Use Case (ID: 7) - View Profile	X	X							
Use Case (ID: 8) - View Game History	Х	X							
Use Case (ID: 9) - Login	Х	X						X	
Use Case (ID: 10) - Create Game with Al	Х	Х	Х	Х	Х	X	X		
,	ProfileController	RegisterController	PieceGUI	PieceTypeGUI	TileGUI				
Use Case (ID: 1) - Register to System		X		**					

Use Case (ID: 2) - Create a New Game			Х	Х	Х					
Use Case (ID: 3) - Run Game			X	X	X					
Use Case (ID: 4) - Invite Another User										
Use Case (ID: 5) - Quit Game										
Use Case (ID: 6) - Unregister		X								
Use Case (ID: 7) - View Profile	X	^								
Use Case (ID: 8) - View Game History	X									
Use Case (ID: 9) - View Game History	^									
Use Case (ID: 10) - Create Game with Al										
Ose Case (ID. 10) - Create Game with Ar										
EVENT CLASSES										
	ClientDisconnectEvent	ConnectAcceptedEvent	HeartbeatEvent	AcceptInviteEvent	DeclineInviteEvent	InviteAcceptedEvent	InviteDeclinedEvent	InviteReceivedEvent	InviteUserEvent	LoginFailedEvent
Use Case (ID: 1) - Register to System	X	X	X							
Use Case (ID: 2) - Create a New Game	X	X	X							
Use Case (ID: 3) - Run Game	X	X	X							
Use Case (ID: 4) - Invite Another User	X	X	X	X	X	X	Х	X	X	
Use Case (ID: 5) - Quit Game	X	X	X							
Use Case (ID: 6) - Unregister	X	X	Х							
Use Case (ID: 7) - View Profile	X	X	Х							
Use Case (ID: 8) - View Game History	X	X	X							
Use Case (ID: 9) - Login	X	X	X							X
Use Case (ID: 10) - Create Game with Al	X	X	X	X		X		Х	Х	
ose case (ib. 10) Greate Same Will 71	LoginRequestEvent	LoginSuccessEvent		RegisterRequestEvent	RegisterSuccessEvent	UnregisterRequestEvent	MatchFinishEvent	MatchStartEvent	MatchUpdateEvent	PlayerMoveEvent
Use Case (ID: 1) - Register to System	Logiiii toquooti verit	LoginouocooLvent	X	X	X	Omegioter tequestEvent	Water Hierizati	WateriotartEvent	WateriopaateEvent	1 layenvioveEveni
Use Case (ID: 2) - Create a New Game			Α	^	^			Х		
Use Case (ID: 3) - Run Game							X	X	X	Х
							^	X	^	^
Use Case (ID: 4) - Invite Another User										
Use Case (ID: 5) - Quit Game						.,	X			
Use Case (ID: 6) - Unregister						X	.,			
Use Case (ID: 7) - View Profile							X			
Use Case (ID: 8) - View Game History							X			
Use Case (ID: 9) - Login	X	X								
Use Case (ID: 10) - Create Game with Al										X
	PlayerMoveFailedEvent	PlayerMoveFailedReason	QuitMatchEvent	NoSuchUserEvent	RequestActiveInfoEvent	RequestProfileEvent	SendProfileEvent			
Use Case (ID: 1) - Register to System										
Use Case (ID: 2) - Create a New Game				X						
Use Case (ID: 3) - Run Game	X	X			X					
Use Case (ID: 4) - Invite Another User				X		X	X			
Use Case (ID: 5) - Quit Game			X		X					
Use Case (ID: 6) - Unregister										
Use Case (ID: 7) - View Profile				X		X	X			
Use Case (ID: 8) - View Game History				X		X	X			
Use Case (ID: 9) - Login										
Use Case (ID: 10) - Create Game with AI	X	X	Х			Х	Х			
SERVER CLASSES										
	AbstractServer	ConnectionToClient	Server	User						
Use Case (ID: 1) - Register to System	X	X	Х	X						
Use Case (ID: 2) - Create a New Game	X	X	Х	X						
Use Case (ID: 3) - Run Game	X	X	X	X						
Use Case (ID: 4) - Invite Another User	X	X	X	X						
Use Case (ID: 5) - Quit Game	X	X	X	X						
Use Case (ID: 6) - Unregister	X	X	X	X						
Ouc Gade (ID. 0) - Unitegrater	^	^	^	^						
Use Case (ID: 7) - View Profile	X	X	X	X						

Use Case (ID: 9) - Login	X	X	X	X					
Use Case (ID: 10) - Create Game with AI	X	X	X	X					
CLIENT CLASSES									
	AbstractClient	Client	InviteListener	LoginListener	MatchListener	MoveListener	RegisterListener	ServerUtilListener	
Use Case (ID: 1) - Register to System	X	X					X		
Use Case (ID: 2) - Create a New Game	X	X			X				
Use Case (ID: 3) - Run Game	X	X			X	X			
Use Case (ID: 4) - Invite Another User	X	X	X					X	
Use Case (ID: 5) - Quit Game	X	X			X				
Use Case (ID: 6) - Unregister	X	X							
Use Case (ID: 7) - View Profile	X	X						X	
Use Case (ID: 8) - View Game History	Х	X			X			X	
Use Case (ID: 9) - Login	Х	X		X					
Use Case (ID: 10) - Create Game with AI	X	Х			X	Х		X	
Updates 11/9/2017									
- Changed BoardGUI to GameTab									
- Added FinishedMatch, Inviation, and Profile	e classes to satisfy use-ca	ases.							
- Added Xs where Use Cases 4,7, and 8 are	satisfied with the new cla	isses.							
- Added ProfileController and RegisterControl	oller to Client abstraction	list							
Updates 11/26/2017									
- Added all classes and use case satistfactio	ns								
- Reformated to avoid class grouping									