	Match	Board/BoardGUI	Tile/TileGUI	Piece/PieceGUI/PieceTypeGUI	User	Server	Client	GameGUIRunner	Common
Use Case (ID: 1) - Register to System					X	X	X	X	X
Use Case (ID: 2) - Create a New Game	X				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
Use Case (ID: 8) - View Game History								X	X
Use Case (ID: 9) - Login					X	X	X	X	X
Server is inclusive of: AbstractServer, ConnectionToClient, and Server									
Client is inclusive of: AbstractClient, Client, Client Application, ClientController, GameTab, LoginController, LoginListener, MatchListener, and MoveListener.									
Common is inclusive of: All event handling classes									