**Chess Backend Requirements**

**Phase 1: Multiplayer Game with Invite Link**

1. **Multiplayer Game**:
   * Implement a chess game where two players can play against each other.
   * Moves must be validated and follow standard chess rules.
2. **Invite Link**:
   * Generate a unique invite link for Player 1.
   * Player 2 can join the game by using the invite link.
   * Ensure real-time synchronization of the game between the two players.

**Future Phases: Additional Features**

**Phase 2: Play Against Computer**

1. **Play with Computer**:
   * Allow users to play against a computer opponent.
   * Integrate a chess engine (e.g., Stockfish) or use an external API for computer play.

**Phase 3: Game Analysis**

1. **Engine Analysis**:
   * After the game finishes, provide an analysis feature.
   * Show best move suggestions and an overall game evaluation using a chess engine.

**Phase 4: Game History**

1. **Track Game History**:
   * Keep a record of the games played by each user.
   * Store game results, move history, and opponent information for each user.
   * Provide an interface for users to view their game history.

**Phase 5: Social Features**

1. **Add Friends**:
   * Allow users to add friends within the platform.
   * Users can view their friends list and challenge friends to a game.
   * Enable users to see each other’s game history.