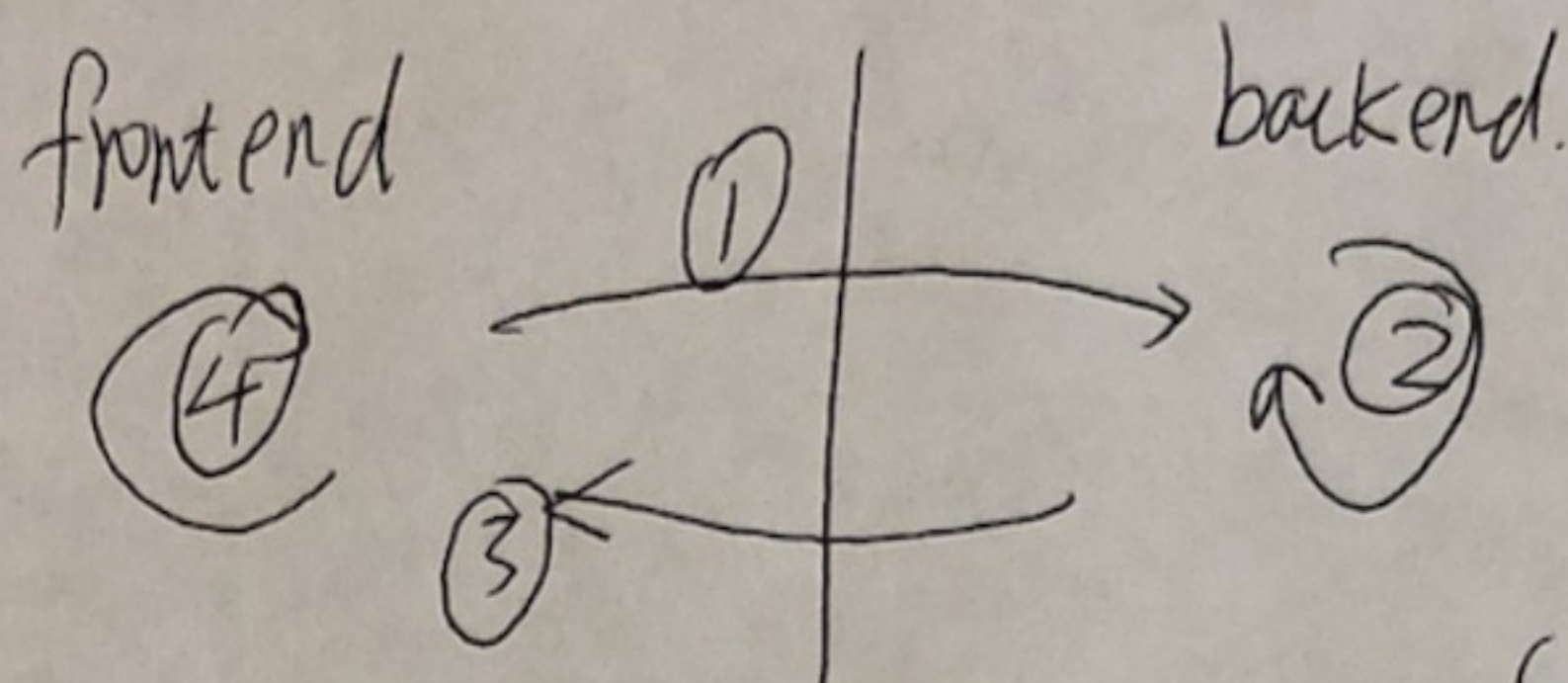


12/2/2019

Nana Yin

Emmett



① frontend initializes the gameboard page. (Done)

② frontend sends request to backend  
(fromX, fromY, toX, toY) (Done)

③ backend: check

: if legal, move.

: send response to frontend.

status: {  
0 black wins  
1 white wins  
2 kill an opponent  
3 it's not legal move.  
}

chess: {  
"txt": "B",  
"X": "90",  
"Y": "150"}  
(JSON)

④ frontend receives the result from the backend. (Done)  
reload the gameboard.

The following work:

Combine the user, match with the gameboard. ★

Now, gameboard just uses hard code. ("BA", "123") userA  
("BB", "456") userB.

After inviting players, begin a game.