Account

• Create account • Login to account • Log out of account • Unregister account

<table>
<tr><td>• Create account
• Login to account
• Log out of account
• Unregister account</td><td>• Player</td></tr>
</table>

Player

<table>
<tr><td>• Accept invites
• Reject invites
• Notify inviter if invite is rejected</td><td>• Account
• MatchFacilitator</td></tr>
</table>

Profile

<table>
<tr><td>• Contains win/loss history from matches
• Contains abandoned match history</td><td></td></tr>
</table>

MatchFacilitator

<table>
<tr><td>• Create match
• Close match
• Abandon match
• Resume saved match
• Switch between matches</td><td>• Player</td></tr>
</table>

Match

	Game
• Save state of the match in progress • Start when enough players join • Determine if game is over • Reflect victor of game determined by Game (if applicable) • Keep track of active player	• MatchFacilitator

History

• Stores match history	• Profile

Abstract
Game

	Match
• Determine victor (if applicable)	• Match

Inbox

• Contains notifications	

	Notification

Invite

• Be sent to player's inbox	• Player

Abstract
| | Notification |
Notification

	Invite
• Be sent to player's inbox	• Player

ChessBoard

• Show location of each piece

• ChessPiece

Abstract

ChessPiece

Knight, Pawn, King, Queen, Rook, Bishop, Portal

• Store color	• Knight • Pawn • King • Queen • Rook • Bishop • Portal

ChessPiece

Knight

• Determine valid moves	

ChessPiece

Pawn

• Determine valid moves	

ChessPiece

Bishop

• Determine valid moves	

King	ChessPiece
• Determine valid moves	

Queen	ChessPiece
• Determine valid moves	

Rook	ChessPiece
• Determine valid moves	

Portal	ChessPiece
• Determine valid moves	