Account

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

- Player

Player

- Accept invites
- Reject invites
- Notify inviter if invite is rejected

- Account
- MatchFacilitator

Profile

- Contains win/loss history from matches
- Contains abandoned match history

MatchFacilitator

- Create match
- Close match
- Abandon match
- Resume saved match
- Switch between matches

- Player

Match

• Save state of the match in progress • Start when enough players join • Reflect if game is over and who won	• MatchFacilitator

Turn

• See whose turn it is	• Match

History

• Stores match history	• Profile

Game

• Define ruleset • Determine if match is over	• Match

Inbox/Email

• Contains notifications	

Invite

• Be sent to player's inbox	• Player

Notification	
• Be sent to player's inbox	• Player