Project 2.0
Team: Better Bytes

Glossary

Account: What the user will log into. All stats and players are related to an account. It is protected by a Username and Password and must be created in order to use the program.

Board: A representation of the current state of the Game. Displays the Cells and Pieces and keeps track of where they are. Used as a grid in the background.

Cell: A Cell is a square on the Board. The Cells make up the board and can also have pieces on them. This allows us to assign special values to certain cells on the board like the corners as and example.

Game: The match between two Players. It keeps track of its Board as well as start and end times of the match and whose turn it is.

Game Record: After a game has been completed a Game Record is created. This is a summary of how the match turned out. It records the start and end time as well as player colour and who won the match.

Invitation: Sent or received by an Account. Once it has been accepted or declined an action will take place to either create a Game and Players or to cancel the request to create a Game and Player.

Piece: A Piece is a character on the board and is either the King or a rook. The Piece also has a colour associated with it since there are two teams.

Player: One of two players that face off in a game. A player is controlled by an Account since the Account can be engaged in many games while a Player can only be in one game. The Player makes all moves and interactions with the game.

Stats: The Stats related directly to one Account and contain all statistics and tracked metrics for that Account. It also holds old Game Records

Domain Model Diagram

Account
Username
Password

Stats
Wins
Losses
...

1 has 1

1

Is a

*

1

sends

*

*

gets

*

Player
Color

2
has
1

Invitation
Inviting Player

1

has

*

Game Record
Start Time
End Time
Winner
Black Player
White Player

Game
Turn
Start Time
End Time

1

has a

1

Board

1

has

121

Cell
Type

1

has

0,1

Piece
Color
Type