

Glossary

Term:	Definition:
Profile	Profile is a class that represents a real life player of bangi.
Player	<p>Player is a class that represents a real life player/opponent in bangi. This class maintains a user's password, nickname, and email address.</p> <p><i>nickname</i>, the nickname a user choose when registering their account.</p> <p><i>email</i>, the email address a user entered when they registered their account.</p> <p><i>password</i>, the password a user chose when they registered their account.</p>
GameStats	<p>GameStats is a class that keeps track of statistics of a Bangi Game.</p> <p><i>startTime</i>, the date/time that a banqi game started.</p> <p><i>endTime</i>, the date/time that a banqi game ended.</p> <p><i>winner</i>, the Player that won the game.</p> <p><i>loser</i>, the Player that lost the game.</p>
BanqiGame	<p>BanqiGame is a class that controls the game.It determines whose turn it is and if the game is over, who the winner is.</p> <p><i>gameID</i>, a unique id for each game.</p>
GameBoard	<p>GameBoard is a class that represents the real world game board of the Banqi game. The GameBoard is made of 32 Squares.</p>
Square	<p>Square is a class that that represents a square tile on a real life Banqi game board.</p>

	<p>X, the x axis of the Square's location on the board.</p> <p>Y, the y axis of the Square's location on the board.</p> <p>(X,Y) will be unique for each Square and will represent a physical location of a square tile on a GameBoard.</p>
Piece	<p>Piece is a superclass (will be inherited by other classes).</p> <p><i>Rank</i>, Each piece is associated with a rank that determines which pieces they can collect/overtake.</p>
General	<p>General is a subclass of Piece. This class represents the General piece in Banqi. There will only be a total of two General's during a game of Banqi (one per side).</p>
Advisor	<p>Advisor is a subclass of Piece. This class represents the Advisor piece in Banqi. There will only be a total of four Advisor's during a game of Banqi (two per side).</p>
Elephant	<p>Elephant is a subclass of Piece. This class represents the Elephant piece in Banqi. There will only be a total of four Elephant's during a game of Banqi (two per side).</p>
Chariot	<p>Chariot is a subclass of Piece. This class represents the Chariot piece in Banqi. There will only be a total of four Chariots (two per side).</p>
Calvary	<p>Calvary is a subclass of Piece. This class represents the Calvary piece in Banqi. There will only be a total of four Calvary pieces during a game of Banqi (two per side).</p>
Soldier	<p>Soldier is a subclass of Piece. This class represents the Solider piece in Banqi. There will only be a total of 10 pieces during a game of Banqi (5 per side).</p>
Cannon	<p>Cannon is a subclass of Piece. This class</p>

	represents the Cannon piece in Banqi. There will only be four Cannon pieces during a game of Banqi (two per side).
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