Use Case ID	Use Case name	ClientTable	HashPassword	Config	Login	Register	Game Classes	Server Classes
1	User Registration	X	X	X		X		
2	Create A Game	X					X	
3	Invite User to Join Game	X						X
4	Login	X	X	X	X			
5	Accept/Reject Invitation	X						X
20	logout	X						
7	Quit Game	X					X	
8	Unregister	X		X		X		
9	View Game History							
10	View Profile							
19	Save Game Outcome							
	Game Classes Include: Board, BoardUtilities, Move, Tile, Alliance, Bishop, King, Pawn, Piece, Rook, BlackPlayer, WhitePlayer, StatusOfMove, MoveTransition							
	Server Classes Include: AbstractClient, AbstractServer, Server, RollIF, ConnectionToClass, Rollerball							