Refactor Documentation

Create a new package structure:

- Make packages: UI, Application, TechnicalService, and Domain
    o Create Packages Login, Register, and Client to go in UI
        ▪ Move class files to their respective packages
- Move packages:
    o player, pieces, gameboard into Domain
    o rename gameboard to game
    o common moves into Application
        ▪ config will become manageUser.java
            ▪ move hashpassword .java and manageUser.java into a ManageUser package inside Application
        ▪ add a package Server where all the server classes will reside
    o Create a DatabaseConnector package and put it in TechnicalService
- Remove Table.java it isn't being used any longer

DESTROY THE CONFIG FILE!

● Use the old config.java constructor to create a database connection in DatabaseConnector named databaseConnector.java
● Require old config methods that are now in manageUser to interact with the data DatabaseConnector instead of just going directly to the database (methods listed below)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.Config()
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.isUniqueEmail(String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.isUniqueUser(String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.addNewUser(String, String, String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.removeUser(String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.userExists(String, String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.userExistsEmail(String, String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.populateUserList()
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.addInvite(String, String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.acceptInviteDB(String, String)
    ○ edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.declineInviteDB(String, String)

- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.populateInviteList(String)
  edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.createGameRecord(String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getGameRecordID(String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.finishGameRecord(String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.saveState(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.retrievePiece(String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getUserGameHistory(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.insertSavedGame(St ring, String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.insertFirstSavedGa me(String, String, int, String, int)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getCurrentGames(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getSelectedGame(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getSelectedGamesTurn(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.setSaveStatusOff(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getSavedStatus(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.isPlayerTurn(String, String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.updateWinLossReco rd(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getOpponent(String)
- edu.colostate.cs.cs414.teamthebestteam.rollerball.common.Config.getRecordId(String)

Update Code to be able to run games across machines
- All code that made database calls was refactored to the server class.
- Clients now send and/or request all data from the server which stores or retrieves the data and relays it back to the client if necessary.