

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