User

Email - Inputted by the user as they register, this is a unique email used to register the user.

Password - Inputted by the user as they register, this is a personal string they use to login in order to ensure account security and exclusivity.

Invitation

Sender : User - The user that sent the invitation.

Receiver : User - The user to whom the invitation is sent.

Status - Whether the invitation was accepted or rejected.

Profile

Nickname - Inputted by the user as they register, this is a unique shorthand way of recognizing some given user.

History

There are no attributes for history, as a history is simply a collection of logs.

Log

Creator : User - The user who created the game. This is also the user who makes the first move.

Acceptor : User - The user who accepted the game invitation for that game.

Winner : User - After the game has ended, this is the user who won the game.

Loser : User - After the game has ended, this is the user who lost the game.

Start Time - The time that the game was created (i.e.; the time the invitation was accepted).

End Time - The time that the game ended.

Game

Current Player : User - This is a reference to the player in some active game who is to make the next move.

Status - Whether the game is currently active or inactive (once it becomes inactive, end time/winner/loser are recorded and the log becomes final).

Token

Type - This describes the type of piece of the token, which can be any one of the following - General, Advisor, Elephant, Chariot, Horse, Cannon, or Soldier.

isFaceUp - This is a True or False value used to determine whether or not the piece is face up.

Color - Any given token can have 1 of 2 colors - *black* or *red*.

Status - This determines whether or not some given token has been removed from play - meaning that tokens can be *active* or *inactive*.

Position - This is the position of the piece on the game board, given as an index. (ex [0, 0])