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Title: Checkers

Description: A game where user's have the ability to play the game Checkers. Users can challenge and chat with other users on the network or play against a computer player. The computer player's actions will be based off of an artificial intelligence algorithm.

Actors: User(s), Admin

Functionality:
1. Users can play against a separate user on the network
2. Users can chat with the player they are competing against
3. Real time game board UI is shown on both user's screens
4. User can track history of wins and losses
5. Users can privatize their statistics with a username and password
6. Admin can track the statistics (e.g., wins/losses, play time) of users
7. Single user can play against a 'computer player' (automated system opponent) - Stretch goal
8. Player has ability to select difficulty of computer player - Stretch goal