Key Definitions

# Chess Manager

Communicates with other managers (e.g. Visual / Network Manager) and handles some logic such as turn switching. Allows the project to maintain a star-like structure with the Chess Manager at the center managing everything

# Network Manager

Handles networking communications (both sending and receiving data) including starting and stopping the Server and the Client. Refer to the flow diagrams that illustrate network communication procedures

# V2

A primitive 2D vector struct that contains an integer x and y

# IDs

### Game ID

Unique ID tied to a game mode – used in saving and loading games as well as synchronizing the current game mode between clients

### Piece ID

Unique ID tied to pieces – used to save and load games

### Appearance ID

Unique ID referring to a sprite – used to set piece appearance. Note that multiple pieces can be tied to one appearance