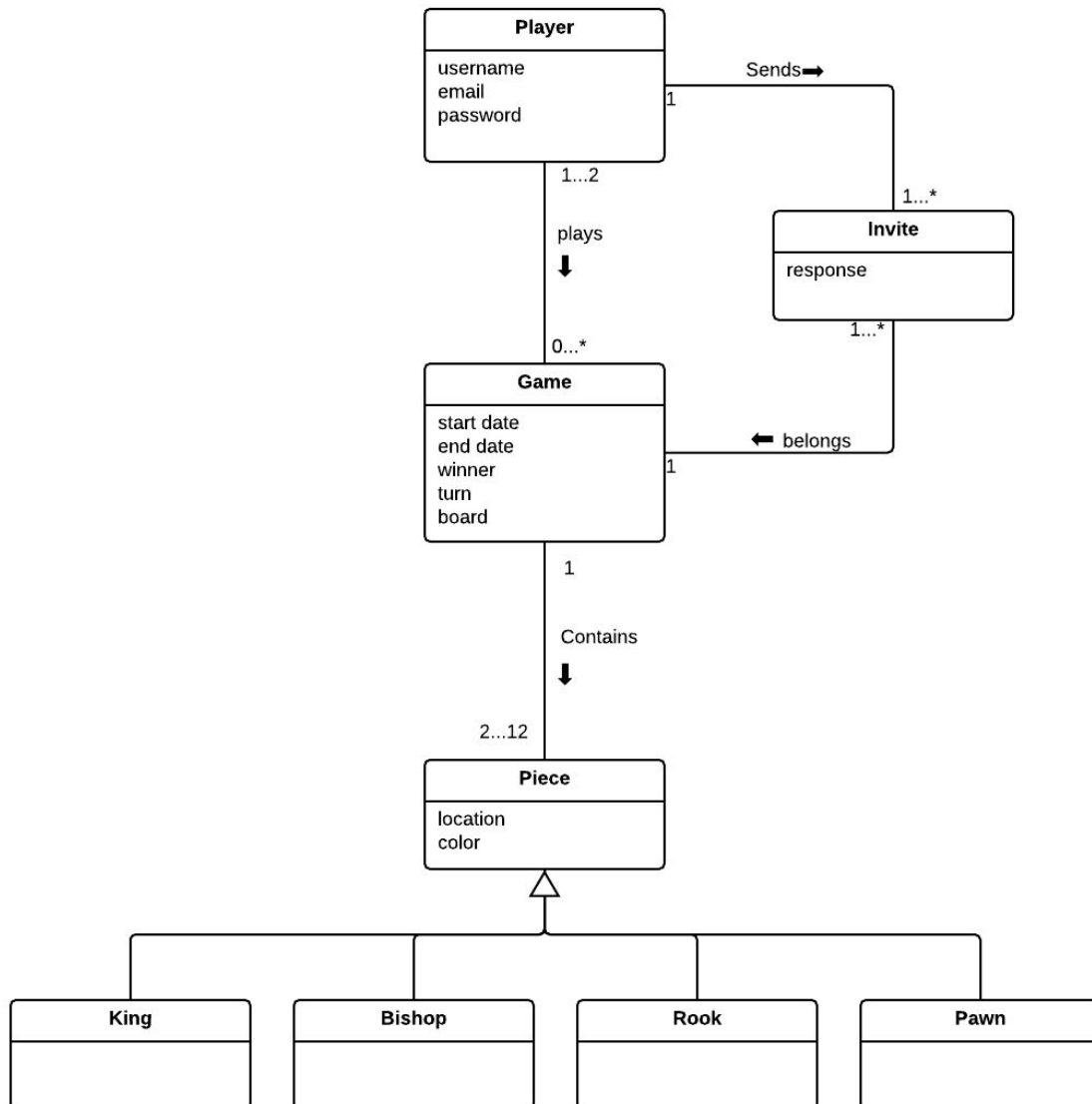


Domain Model:



Glossary:

Player: The player has a username, email, and password. One or two players play a game, and zero or more games are played by the player.

username: This player's unique username.

email: The email address this player used when they registered.

password: The password this player uses to login.

Game: The game has a start date, end date, a winner, turn and board. A game contains 2 to 12 pieces depending on the state of the game, and each piece belongs to one game.

start date: The date and time this game started.

end date: The date and time this game ended.

winner: The player that won the game.

turn: The player who has to make a move next.

Board: The board that all of the pieces will reside on.

Invite: An invite has a response. A player can send one or more invites to a new game, and each invite belongs to one game.

response: The player either accepts or rejects an invite.

Piece: A piece has a location and a color. A piece can be one of either a king, bishop, rook, or pawn.

location: Where this piece is on the board.

color: The color of this piece, shows which player the piece belongs to.

King: A king is given one per player. It is able to move one space adjacent; however it can not move to a location that it may be captured.

Bishop: The bishop can move forward diagonal any number of spaces. It may also move one space diagonal backwards. If the bishop hits an external or internal wall, the bishop can bounce off the wall.

Rook: The rook can move orthogonally forward or sideways, and one space backward. If the rook reaches an external wall it may bounce off the wall to move forward in the given row or column.

Pawn: The pawn is able to move forward straight or diagonal one space. If the pawn reaches the the opponents starting location of the pawn, it then can be promoted to a Rook or Bishop.