|  |  |
| --- | --- |
|  | **Terms:Definition and Information** |
| App Backend (Driver) | Provide back end support to the game application e.g databases. “Drives” the entire program |
| Board | Unchecked 12x12 game board starts with two sets of one king and  eight rooks |
| Castle | Each player has a castle(3x3 squares) surrounded by a wall of 12 squares. |
| Check | A condition that occurs when a King is under threat of capture on the opponent’s next turn. |
| Checkmate | The king piece is threatened with capture and there is no way to remove the threat |
| Game Rules | Make sure that the users are only allowed to make valid moves and only when it is their turn to make a move. |
| Game Record | Keeps track of all the games a user has played, stores information about wins,losses and draw. It also has information about when a game started and ended. |
| Invite | A game request sent from one player to another player. |
| King | The most important piece of the game, center in the castle. King can move one square in any direction or an “L” shape like a Knight in Chess. If captured, game ends |
| Pieces | Playable character in the game i.e. King, Queen, and Rook. |
| Queen | The most versatile piece in Chad and Chess. Can move horizontally, vertically, or diagonally in any direction. |
| Rook | A piece which can move horizontally or vertically. Each player is given 8 rooks at the start of the game. A rook is promoted to a Queen when it lands inside the opponent’s castle. |
| User | Player who has an active game account, has provided his/her username, password and email. |
| User Profile | Displays the nickname and games history of a user |