User story:

We want to create a app where 2 people can play chess. Either via video chat or IM.

When a user goes to the site,

They are presented with a login screen,

In the login screen they are asked to create new user,

New user data will be stored on the client side in GraphQL and Server side in MongoDB.

The only thing an admin can do extra is delete, reset passwords, and view usage via requests data from servers.

After the new user is created,

They are then presented with a Unique URL to send to the person they want to play chess with.

After Unique URL is generated,

We then have the option to copy to clipboard,

The user then sends a copy of the unique URL to their friend.

Then the user is transferred to a new page after a delay of 30 seconds,

Here they will wait for the other user.

A nav bar will be presented,

Here they can get account info or delete accounts.

Once the other user receives the unique URL,

They click URL to be sent straight to the session.

From there they can play as normal as guest 2:

* Stretch goal: let them make usernames, edit username from guest 1
* 2 players can play and more can join in a watch and spectate
* Players can mute spectators, but the spectators can always talk to each other.

Game functionality is run with all chess rules,

When one player puts another player in check,

The game temporarily pauses, and a mortal combat brutality video pops up.

When a player gets a check mate,

The game is signaled as won by that player,

And a mortal combat fatality video played.

The game is then over,

Both players are given an option to play again or quit.

* Track wins, losses, draws add to DB then post to their profile