Team 02

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Milestone 3

https://github.com/csc667/csc667-su19-Team02

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Entities Operations

Entity 1: Users

    Operation 1: Register/Sign Up

        - Unregistered users are able to register / sign in.

    Operation 2: Log In/ Log Out

        - Users are able to log in and out of their account.

    Operation 3: Join Games

        - Any user is able to join an open game.

    Operation 4: Access Current Games List

        - View all games that the user is currently in.

    Operation 5: Display Rank

        - Give users a rank based on users win/loss

    Operation 6: Reset Password

Entity 2: Games

    Operation 1: Create Games

        - Users can create a chess game and can set the rules for the lobby.

    Operation 2: Load Games

        - Users can load into their ongoing matches.

    Operation 3: Display Moves List

        - See a list of moves that occurred during the game.

    Operation 4: Confirm Moves

        - The user confirms the move they make.

Operation 5: Forfeit Games

- Users can concede at any point of the game.

Operation 6: Display Timer

- Display the remaining time a player has to make their move.

Operation 7: Save Game

Entity 3: Messages

Operation 1: Create Messages

Operation 2: Send/Receive Messages (Local)

Operation 3: Send/Receive Messages (Global)

Operation 3: Display Recent Messages

Operation 4: Display Sender Information (Username)

Backend Routes

Route for registering

post /user/:username,:password

req.params: {"username" : "string", "password" : "string"};

Route for logging in

post /user/:email,:username,:password

req.params: {"email" : "string", "username" : "string", "password" : "string"};

Route for forgot password

post /user/:email

req.params: {"email" : "email"};

Route for resetting password

post /user/:password

req.params: {"password" : "string"};

Route for creating new game

post /gameLobby/:game_name

req.params: {"game_name" : "string"};

Route for creating joining a game

post /gameLobby/:game_name

req.params: {"game_name" : "string"};

Route for sending message global

post /home/:message

req.params: {"username" : "string", "message" : "string"};

Route for sending message in game

post /game_name/:message

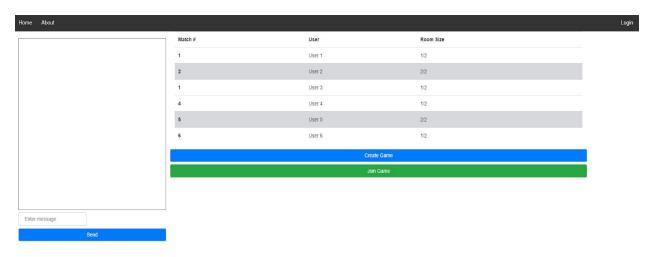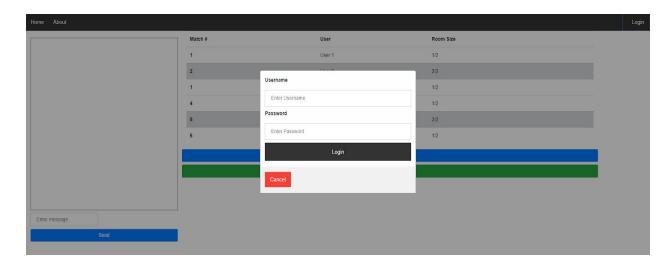req.params: {"username" : "string", "message" : "string"};

Route for making a move

post /game_name/:username,:mov

req.params: {"username" : "string","move" : "val"};

Route for forfeiting a game

post /game_name/:username

req.params: {"username" : "string"};

HTML Pages

The page for the chess board and playing chess is missing.