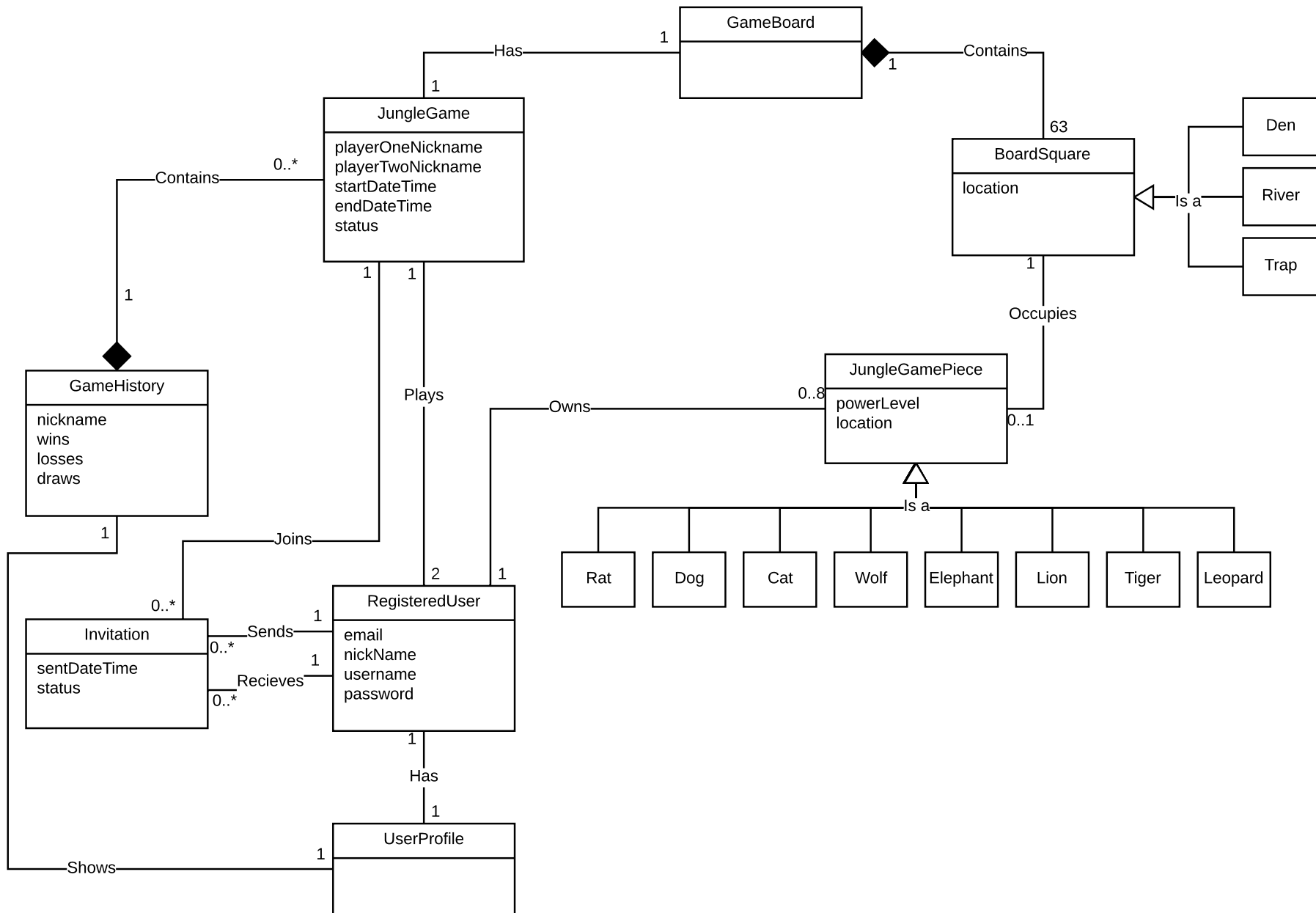


# Domain Model - Chessire Coders, P5



# Glossary

**BoardSquare:** A representation of a single square on the Jungle board. A square has an attribute piece.

-**location:** represents where a BoardSquare is located withing a GameBoard.

**JungleGame:** An instance of a game of Jungle.

-**endDateTime:** Date and time when a game ended.

-**startDateTime:** Date and time when a game started.

-**status:** Status of a specific game (ongoing, completed, abandoned, etc)

**GameBoard:** A representation of the Jungle board that contains the current state of a game. The game board contains the different squares of Jungle, and any uncaptured Jungle pieces.

**GameHistory:** The game history is shown on each registered user's profiles. It includes a brief synopsis of each game played by that user.

-**draws:** The number of draws.

-**losses:** The number of games lost by the player.

-**nickname:** The nickname of the player.

-**wins:** The number of games won by the player.

**JungleGamePiece:** A representation of a single Jungle piece. It is required that a game piece must be one of its eight different specialization types (i.e. if GamePiece were a Java class, it would be abstract). And there may be no more than one of each piece type per player.

-**location:** represents where a GamePiece is located withing a GameBoard.

-**powerLevel:**Represents the current level that a certain GamePiece has in a given state of the game.

**Invitation:** An invitation is a request for another registered user to play a game with the sending user. Each invitation has one sender and one receiver.

-**sentDateTime:** specific date time value that represent when an invitation was sent.

-**status:** indicates whether the invite has been accepted or rejected.

**RegisteredUser:** A registered user is a person that has performed the registration process. Each RegisteredUser has a user profile, can send Invitations to other users, and may become a Player in a Jungle game.

-**email:** email account owned by the RegisteredUser.

-**nickName:** alias used by the RegisteredUser to show to other players.

-**password:** password used by the RegisteredUser when he/she created the account.

-**username:** user name provided by the RegisteredUser when he/she created the account

**UserProfile:** The user profile is the collection of information for a single registered user that is visible to all other registered users.