

Application Layer

	Main	JungleServer	JungleConnection	GameHandler	InvitationHandler	RegistrationHandler	SessionHandler
<u>#1: Register to the system</u>	x	x	x			x	
<u>#2: Create a new game</u>	x	x	x	x			
<u>#3: Invite other users to a game</u>	x	x	x		x		
<u>#4: Respond to Game Invitation</u>	x	x	x	x	x		
<u>#5: Quit Game</u>	x	x	x				
<u>#6: Unregister from System</u>	x	x	x			x	
<u>#7: View Player Profile</u>	x	x	x				
<u>#8: Log in to System</u>	x	x	x			x	x
<u>#9: Log out of System</u>	x	x	x				x
<u>#10: Move Game Piece</u>	x	x	x				
<u>#11: Switch Game</u>	x	x	x	x			

Application Layer

	UserHandler	GameStateException
<u>#1: Register to the system</u>		
<u>#2: Create a new game</u>		x
<u>#3: Invite other users to a game</u>		
<u>#4: Respond to Game Invitation</u>		x
<u>#5: Quit Game</u>		
<u>#6: Unregister from System</u>		
<u>#7: View Player Profile</u>		
<u>#8: Log in to System</u>	x	
<u>#9: Log out of System</u>		
<u>#10: Move Game Piece</u>		x
<u>#11: Switch Game</u>		

Domain Layer

	GameService	RegistrationService	SessionService	GameServiceImpl	RegistrationServiceImpl
<u>#1: Register to the system</u>		x	x		x
<u>#2: Create a new game</u>	x		x	x	
<u>#3: Invite other users to a game</u>			x		
<u>#4: Respond to Game Invitation</u>	x		x	x	
<u>#5: Quit Game</u>	x		x	x	
<u>#6: Unregister from System</u>		x	x		x
<u>#7: View Player Profile</u>			x		
<u>#8: Log in to System</u>		x	x		x
<u>#9: Log out of System</u>			x		
<u>#10: Move Game Piece</u>	x		x	x	
<u>#11: Switch Game</u>	x		x	x	

Domain Layer

	SessionServiceImpl
<u>#1: Register to the system</u>	x
<u>#2: Create a new game</u>	x
<u>#3: Invite other users to a game</u>	x
<u>#4: Respond to Game Invitation</u>	x
<u>#5: Quit Game</u>	x
<u>#6: Unregister from System</u>	x
<u>#7: View Player Profile</u>	x
<u>#8: Log in to System</u>	x
<u>#9: Log out of System</u>	x
<u>#10: Move Game Piece</u>	x
<u>#11: Switch Game</u>	x

Data Access Layer

	ConnectionProvider	DAOManager	HikariConnectionProvider	BaseDAO	DAOCommand	RowMapper	GenericDAO
<u>#1: Register to the system</u>	x	x	x	x	x	x	x
<u>#2: Create a new game</u>	x	x	x	x	x	x	x
<u>#3: Invite other users to a game</u>	x	x	x	x	x	x	x
<u>#4: Respond to Game Invitation</u>	x	x	x	x	x	x	x
<u>#5: Quit Game</u>	x	x	x	x	x	x	x
<u>#6: Unregister from System</u>	x	x	x	x	x	x	x
<u>#7: View Player Profile</u>	x	x	x	x	x	x	x
<u>#8: Log in to System</u>	x	x	x	x	x	x	x
<u>#9: Log out of System</u>	x	x	x	x	x	x	x
<u>#10: Move Game Piece</u>	x	x	x	x	x	x	x
<u>#11: Switch Game</u>	x	x	x	x	x	x	x

Data Access Layer

	GameDAO	GamePieceDAO	InvitationDAO	LoginAttemptDAO	LoginDAO	UserDAO	UserSessionDAO
<u>#1: Register to the system</u>						x	
<u>#2: Create a new game</u>	x	x				x	
<u>#3: Invite other users to a game</u>			x			x	
<u>#4: Respond to Game Invitation</u>	x		x			x	
<u>#5: Quit Game</u>	x						
<u>#6: Unregister from System</u>						x	x
<u>#7: View Player Profile</u>	x					x	
<u>#8: Log in to System</u>				x	x	x	x
<u>#9: Log out of System</u>					x	x	x
<u>#10: Move Game Piece</u>	x	x					
<u>#11: Switch Game</u>	x						

Data Access Layer

	PostgresDAOManager	PostgresGameDAO	PostgresGamePieceDAO	PostgresInvitationDAO
<u>#1: Register to the system</u>	x			
<u>#2: Create a new game</u>	x	x	x	
<u>#3: Invite other users to a game</u>	x			x
<u>#4: Respond to Game Invitation</u>	x	x		x
<u>#5: Quit Game</u>	x	x		
<u>#6: Unregister from System</u>	x			
<u>#7: View Player Profile</u>	x	x		
<u>#8: Log in to System</u>	x			
<u>#9: Log out of System</u>	x			
<u>#10: Move Game Piece</u>	x	x	x	
<u>#11: Switch Game</u>	x	x		

Data Access Layer

	PostgresLoginAttemptDAO	PostgresLoginDAO	PostgresUserDAO	PostgresUserSessionDAO
<u>#1: Register to the system</u>			x	
<u>#2: Create a new game</u>			x	
<u>#3: Invite other users to a game</u>			x	
<u>#4: Respond to Game Invitation</u>			x	
<u>#5: Quit Game</u>				
<u>#6: Unregister from System</u>			x	x
<u>#7: View Player Profile</u>			x	
<u>#8: Log in to System</u>	x	x	x	x
<u>#9: Log out of System</u>		x	x	x
<u>#10: Move Game Piece</u>				
<u>#11: Switch Game</u>				