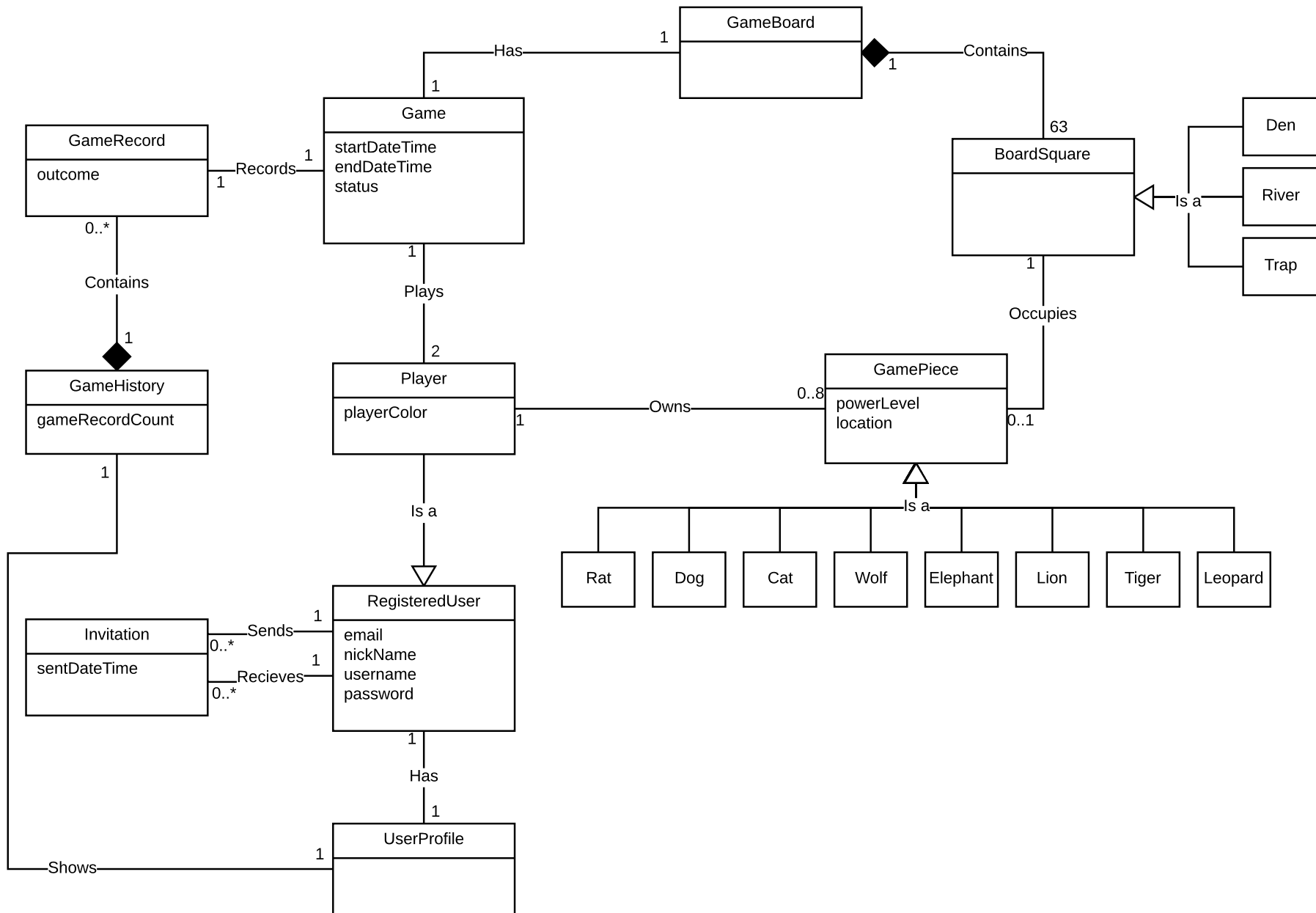


Domain Model - Chessire Coders, P2



Glossary

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

Game: 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.

- gameRecordCount:** Represents the average score for a certain player.

GamePiece: 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.

GameRecord: A game record is the outcome of a single game of jungle.

- outcome:** represents the final result of a certain GameRecord.

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.

Player: An extension of a registered user. They may make moves, capture pieces, and perform other actions that the registered user entity cannot. Each player owns 0-8 game pieces(depending on how many have been captured by an opposing player) that they may control.

- playerColor:** indicates what team the player is on.

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.