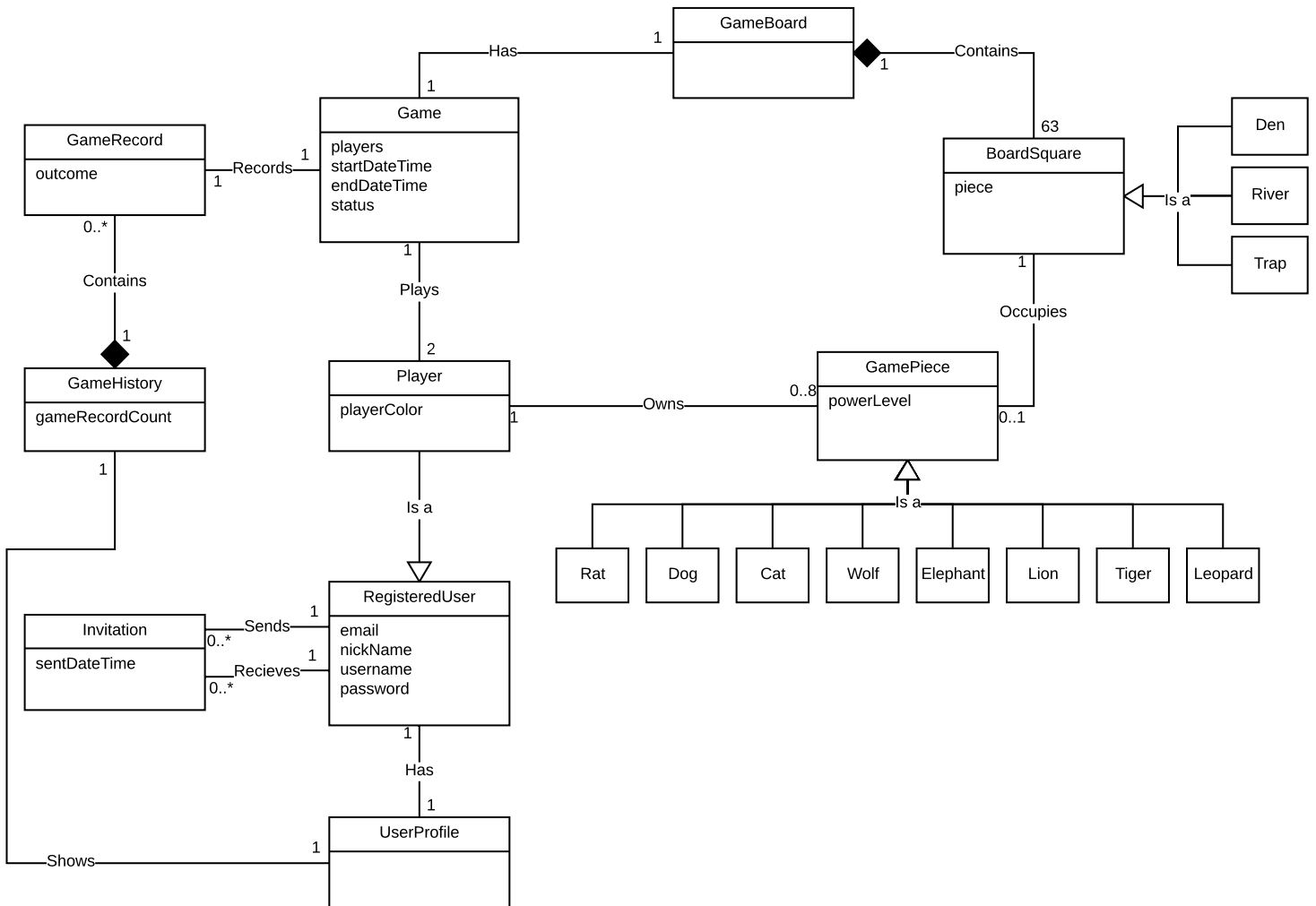


# Domain Model - Chessire Coders, P2



# Glossary

**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. Each player also has a color indicating what team they are on.

**Game:** An instance of a game of Jungle. Each game has two players, a game board, start/end times, and a status (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.

**BoardSquare:** A representation of a single square on the Jungle board. A square can be one of four types: normal (no specialization), den, river, and trap.

**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.

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

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

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

**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.

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