

1. I would like to play by the rules of Portal Chess.
  - a. Create chess pieces
    - i. Create pieces with movements based on type
    - ii. Pieces are: King, Queen, Bishop, Rook, Knight, Pawn
  - b. Create Chess board
    - i. Chess board will hold chess pieces
    - ii. Chessboard will implement portals
2. I would like to register with the system to get access
  - a. Register UI
    - i. Page users register through
    - ii. Contains fields for email, password and username
  - b. Registration Verification
    - i. Upon submission a prospective user should have their username and email information verified for uniqueness.  
Either Accept or Reject
  - c. Store new user data
    - i. If a new user submits unique information their login should be stored
3. I can log into the system to play a game
  - a. Login UI
    - i. Page for user to log in with their credentials
    - ii. Contains username and password fields
    - iii. Submit button
  - b. Verify Login Fields
    - i. The system should check the submitted login fields to determine if this is a valid user and reject/accept the user.
  - c. Get User Data
    - i. On successful log in get user information
4. I can create a new game
  - a. Create a match UI
    - i. Create a new game
    - ii. Invite a user field
  - b. Create a new game
    - i. Call Chessboard
    - ii. Populate chess pieces black/white
  - c. Game in progress UI
    - i. Where the user will interact with an in-progress game
5. I can send an invitation to other registered users in order to invite others
  - a. Create user invitation UI
    - a. Invite others Popup
    - b. Email submission
  - b. Send Email invitation
    - a. When user submit email is sent to other player
    - b. Customize Email content
6. I can reject or accept an invitation
  - a. Create an interface to accept or reject an invitation in Game

- a. Invite UI
  - b. Accept Invitation
  - c. Reject Invitation
- b. Notify the sender of acceptance/rejection
- 7. I would like to play multiple games at any given time
  - a. Allow users to switch between games
  - b. Save data for all of the games so users can start where they left off
- 8. I want to quit a game at any time
  - a. Create a button to quit a game
- 9. I want my data stored
  - a. When a user quits a game store the data
  - b. When a game ends store the data
- 10. I can see my stored game data
  - a. Get stored data
  - b. Create user game data page
- 11. I want to be able to search other registered users
  - a. Create search box
  - b. Registered user data much be stored
- 12. I want to be able to unregister
  - a. A button in order to be able to unregister
  - b. Delete their login information?
- 13. I want to be notified when the game is over
  - a. Create a notification alerting the user that the game is over
- 14. I want to view my results once the game is over
  - a. Alert the user of win/loss once the game is over