	ChessMatch	
•	Saves Game State	ChessBoard
•	Keeps track of whose turn it is	User
	User	
•	Creates matches	ChessMatch
•	Moves pieces	
	ChessPiece	
•	Contains Chess Piece type	ChessBoard
•	Contains Color	Rook
•	Contains position	Bishop
•	Contains whether it is alive/dead	Knight
		Queen
		King
		Pawn
		Portal
	Rook	
•	Extends ChessPiece	 ChessPiece
•	Checks is movement is legal	Portal
•	Updates position	
	Bishop	
•	Extends ChessPiece	ChessPiece
•	Checks is movement is legal	Portal
•	Updates position	
	Knight	
•	Extends ChessPiece	ChessPiece
•	Checks is movement is legal	Portal
•	Updates position	
	Pawn	
•	Extends ChessPiece	ChessPiece
•	Checks is movement is legal	Rook
•	Updates position	Bishop
•	Promotion cast pawn to another piece	Knight
		Queen
		Portal
	Queen	•
•	Extends ChessPiece	ChessPiece
•	Checks is movement is legal	Portal
•	Updates position	
	King	
•	Extends ChessPiece	ChessPiece
•	Checks is movement is legal	Portal
•	Updates position	
•	Keeps track of check	
•	Checks if checkmate	
	Portal	
	Extends ChessPiece	ChessPiece
•		Rook
•	Checks if movement is legal	
•	Checks if movement is legal	
•	Checks if movement is legal	 Bishop
:	Checks if movement is legal	BishopKnight
:	Checks if movement is legal	BishopKnightQueen
:		BishopKnight
· -	Checks if movement is legal ChessBoard Populates Chess pieces	BishopKnightQueen

QueryB	uilder
Makes queries into the database	• Connection
Reques	stData
 Keeps track of request type Keeps track of request version Requests/collects data from database 	 QueryBuilder
ChangePa	assword
 Updates user password 	QueryBuilderRequestData
CheckMe	essages
Checks if the user has any messages	QueryBuilderRequestData
Conc	ede
 Ends the game Removes the game from the database Updates user on whether they won or not 	QueryBuilderRequestData
CurrentM	latches
Retrieves all the current matches a user is playing	QueryBuilderRequestData
DeleteM	essage
Removes a message sent from another user	QueryBuilderRequestData
FetchC	Same
 Retrieves the game state between to users Retrieves which color has the next turn in the match 	QueryBuilderRequestData
GetAllMe	essages
Retrieves all the messages a user has	QueryBuilderRequestData

GetMe	ssage
 Retrieves a single message for the user 	QueryBuilderRequestData
Log	gin
Checks if the username and password have been registered with the database	QueryBuilder RequestData
MatchR	lequest
 Creates a match invitation Adds the invitation to user database 	QueryBuilder RequestData
Mo	ve
 Checks if a move is valid Makes a valid move Updates the board with new move 	QueryBuilderRequestDataChessBoard
NewChe	ssMatch
 Creates a new chess match Removes the invitation to create the match 	QueryBuilderRequestDataChessBoard
New	User
 Checks if a registering user has unique email and username Creates a new user in the database 	QueryBuilder RequestData
Rej	ect
 Updates a message to show it was rejected 	QueryBuilderRequestData
Unreç	gister
Removes a user from the database	QueryBuilder RequestData
User	Data
 Retrieves the wins and losses of a user Retrieves the email and password of a user 	QueryBuilder RequestData