

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 request page
6. I can reject or accept an invitation
 - a. Create an interface to accept or reject an 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 must 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