WebCheckers Route Requirements Last Revised: 10/11/2017

**I. User Story: *As a Player I want to sign-in to play online checkers***

**Acceptance Criteria**

* A player can navigate to the Signin page from the Home page.
* A player can enter their name and create a gaming session.
* The system must reject any sign-in using an existing name.
* A player can sign-out, which ends that player's session and frees up the name.
* The system will not persist player information. Furthermore, a given player name is first-come-first-serve. When the player signs-out the name is released for another player to use.

**II. User Story: *As a Player I want to start a game so I can challenge other online players***

**Acceptance Criteria**

* The player can pick an opponent from a list of all players signed-in that are not currently playing a game.
* This selection launches the Game view that includes a complete 8x8 grid with the initial piece layout.
* Sends the player back to the Home page if the requested opponent is already engaged in a game.

**III. Route Requirements**

1. Title Home Page (not logged in) -> getHomeRoute.java
2. Game Menu page -> getGameMenuRoute.java
3. Login page -> getLoginRoute.java
4. Inputting name -> PostNameRoute.java
5. Choosing Opponent -> PostOpponentRoute.java
6. Game session -> getGameRoute.java

**Sprint 2 Route Requirements and User Stories (add here)**