



	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	1	2	3	4	5	6
EU1			x	x	x								x	x	x	x			x	x	x	x	x	x	x		x				x	
EU3			x	x	x							x	x		x	x			x	x	x	x	x	x	x		x	x			x	
EU4		x	x	x	x					x		x	x		x	x	x		x	x	x	x	x	x	x		x	x			x	x
EU5			x	x	x							x	x		x	x			x	x	x	x	x	x	x		x	x			x	
EU6		x	x	x						x			x		x	x		x		x	x	x	x	x	x		x			x	x	
EU7																																
EU8			x	x	x										x	x			x	x	x	x	x	x	x							
EU9		x	x	x											x	x		x		x	x	x	x	x	x							
EU10		x	x	x											x	x		x		x	x	x	x	x	x		x			x	x	
EU11	x	x	x	x		x	x	x	x	x					x	x	x				x	x	x	x	x	x	x		x			x
EU12			x	x	x								x		x	x					x	x	x	x	x		x				x	
EU13			x	x	x								x		x	x					x	x	x	x	x		x				x	

- a. GameObserver
- b. GameService
- c. ModelFacade
- d. ModelService
- e. UserService
- f. InvalidMoveException
- g. Board
- h. Cell
- i. Coordinate
- j. Game
- k. GameRecord
- l. Invite
- m. User
- n. UserHistory
- o. FailedApiCalledException
- p. InvalidApiCalledException
- q. GameRequest
- r. QueryRequest
- s. UserRequest
- t. Database
- u. DataType
- v. ModelManager

- w. RestCall
- x. RestRequest
- y. Server
- z. Piece
- 1. App.js
- 2. Invite.js
- 3. Game.js
- 4. GameSelect.js
- 5. Login.js
- 6. Cell.js

NOTE:

*Classes that aren't labeled as a JavaScript file (.js) are Java files (.java)

*EU-7, 'Forfeiting A Game' was never implemented. We have an enum recording the state change in our backend, but we have no functionality to do anything with that state of the game.