

client	
Login Handling	clientCommunicationHandler
Registration Handling	clientGame
Handle User login GUI	

serverCommunicationHandler	
Sends messages to clients	server
Receives messages from server	clientCommunicationServer
Message error handling	

clientCommunicationHandler	
Sends message to server	client
Receives messages from client	serverCommunicationHandler
Message error handling	

serverGame	
Holds game state	moveValidator
Update game state	

moveValidator	
Validate move from client	serverCommunicationHandler
Check win condition	game
Passes Move to gameState	

dataBaseHandler	
Query database	server
add/remove from database	

server	
Communication Handling	communicationHandler
Database Interaction	databaseHandler
Handles game state	serverGame
Move validation	moveValidator
Game creation & determination	serverCommunicationHandler

clientGame	
Holds game data on client	client
Displays game GUI	