

Project 2.0

Team: Better Bytes

Glossary

Account: What the user will log into. All stats and players are related to an account. It is protected by a Username and Password and must be created in order to use the program.

Black Player: The player controlling the black pieces in a game.

Board: A representation of the current state of the Game. Displays the Cells and Pieces and keeps track of where they are. Used as a grid in the background.

Cell: A Cell is a square on the Board. The Cells make up the board and can also have pieces on them. This allows us to assign special values to certain cells on the board like the corners as an example.

Color: The side to which something belongs.

End Time: The date and time at which a game ended.

Game: The match between two Players. It keeps track of its Board as well as start and end times of the match and whose turn it is.

Game Record: After a game has been completed a Game Record is created. This is a summary of how the match turned out. It records the start and end time as well as player colour and who won the match.

Invitation: Sent or received by an Account. Once it has been accepted or declined an action will take place to either create a Game and Players or to cancel the request to create a Game and Player.

Inviting Player: The player that sent the invitation.

Losses: The total number of games lost by a player

Password: The secret password used to authenticate an account.

Piece: A Piece is a character on the board and is either the King or a rook. The Piece also has a colour associated with it since there are two teams.

Player: One of two players that face off in a game. A player is controlled by an Account since the Account can be engaged in many games while a Player can only be in one game. The Player makes all moves and interactions with the game.

Stats: The Stats related directly to one Account and contain all statistics and tracked metrics for that Account. It also holds old Game Records

Start Time: The date and time at which a game started.

Turn: The number of turns the players have taken in the game.

Type (cell): The type of cell the cell is. Either plain, corner, or throne

Type (piece): The type of piece the piece is. Either basic or king.

Username: The name used to identify an account.

White Player: The player controlling the white pieces in a game.

Winner: The player that won the game

Wins: The total number of wins a player has.

Domain Model Diagram

