**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. This is the main object store data in.

**AIClient**: The AI client program that acts as an account and runs on its own. It is dependent on training data that must be run on the client machine to avoid a very large git project.

**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. Given to GameFrame to display in the GUI.

**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 and example.

**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. This is saved inside the Account object.

**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. These are added to the Accounts inside the database.

**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. In the AI case the AI is in charge of the player and executes moves that a normal player would be making automatically.

**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. Pieces are contained on a board.

**Stats**: The Stats related directly to one Account and contain all statistics and tracked metrics for that Account. It also holds old Game Records and can be displayed in the GUI once the Account has been logged in.

