# Layout component

Layout component is the main component of the game, all other components comes under Layout component.

## Left menu Component

Left component is the used to show the left menu of the game.

### Play Component

Play component starts the game and it is also available in the right menu of the game, it consist of three sub-components.

###### Play Timer component

Player can select the time for playing the game, such as: 5 minutes, 10 minutes, 15 minutes and accordingly.

###### Peace Selection component

Players have 3 peace options to select, such as: white, black and Random.

###### Variant component

Different types of game rules are available for player to select.

### Learn Component

Numbers of tutorials are available for player to improve playing skills.

### Connect Component

Using connect component, players can able to go through Articles, Blogs, Forums, Clubs, Members and Coaches.

### Examine Component

On click of “Examine”, player will get different menus on the right side, Such as: Stockfish engine, PGN list component and PGN move history component. Moreover, previous/next button component is available for player to check the previous moves.

### Top Players Component

Player is able to see the top players of the game.

### Login Component

Player will able to Login to the game using credentials.

### Sign Up Component

Player can able to Sign Up for the game using appropriate details.

### Help Component

This component redirects players to the Support forum.

## Right Menu Component

Right components mainly have 3 main sections: Game, Play and Tournaments.

### Game Component

Game component is the dynamic component and loads as Player starts the game.

###### Game Tournament Name Component

This shows the Name of the game and Name of the players.

###### Game Share Component

Player can share the game to invite new players.

###### Game sheet download document Component

Player can download PGN and FEN string.

###### Game Analysis Component

Player can analyse Game using stock fish engine.

###### Game Pgn List component

This component display current Player move List. Also Load tournament Pgn List

###### Game Bold flip Component

Player can flip the position of the Board (top/bottom).

###### Game History Button Component

Different buttons such as next and previous is available for player to check the previous moves.

###### Take back request Component

Player can request to take back the last move to the opponent Player.

###### Draw request Component

Player can draw arrow and circle on the board.

###### Game abort Component

Players can abort the game.

###### Resign Component

Players can resign the game.

###### Game setting Component

Player can change the game board colour, peace, language, etc.

### Play Component

As explained above in Left menu play component.

### Tournaments Component

###### Tournament list

List of all tournaments will be displayed here.

###### Tournament details

Player can able to see the Tournament details.

### Right Menu Bottom Component

###### Chat Component

Message list Component

Player can able to see the list of Messages.

Short Message Button component

Player will have options of Auto Response.

###### Friend Component

Player can generate and share the unique URL with friends to join the game.

###### Events Components

Players will able to see the list of events going to conduct in the future and can also be able to see the players who will join the events.

###### History Component

Player can able to see the list of previously played games by themselves.

## Main Board Component

Player can able to flip the main Board component while playing, also player have option to play the game in full screen mode.

### Player Component (for Player A)

Information of player A such as Name and Country flag.

### Player Timer component (for Player A Timer Component)

It displays time information of the player A in countdown timer and Countdown is set according the time selected by the player at the time of joining the game.

### Board Component

Display Board with Square Component.

###### Square Component

Display individual small square component with Index notation like A1, B1, C1, etc.

### Player Component (for Player B)

Player B information like Name and Country flag.

### Player Timer component (for Player B Timer Component)

Display time information of the top player time in countdown timer. Countdown start according it select time when game start.

### Full screen component

This component allow to player can do main game board in full screen h