

# Player

## Responsibilities

- Register a new player
- Check password and build response when player attempts login
- Send and Accept invites

## Collaborators

- GlobalData

# Game

## Responsibilities

-Has id, player1, player2, status,  
board, winner, start time, end time

-tracks whose turn it is

-sets start time, end time and  
winner

## Collaborators

-Board

# GameApi

## Responsibilities

- Handles initial startup of Application
- Manages API endpoints for communication between server and client

## Collaborators

- Player
- Game
- GlobalData
- Piece

# Board

## Responsibilities

- Has an array of pieces
- Moves pieces
- initialize board

## Collaborators

-Piece

# GlobalData

## Responsibilities

- Reads in all registers players on application startup
- Writes players to Players file upon registration of new player
- Reads in all past and active games on application startup
- Writes games to Games file upon change to the state of the game

## Collaborators

- Player
- Game

# Piece

## Responsibilities

- Checks if a requested move is valid
- Calculates all possible moves from current location on board

## Collaborators

-Board

# PieceDeserializer

## Responsibilities

- Converts a json object of a piece into a Piece object

## Collaborators