

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

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

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

PieceDeserializer

Responsibilities

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

Collaborators