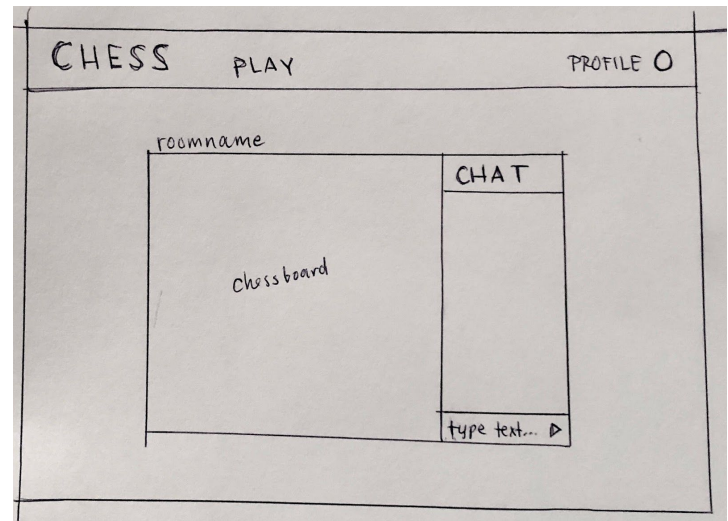
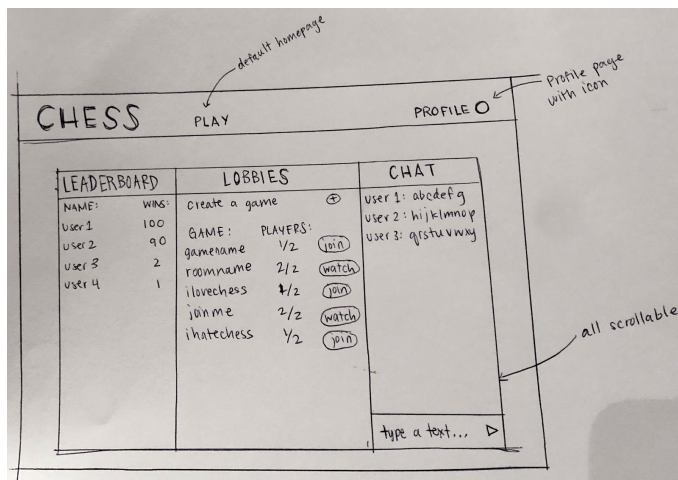
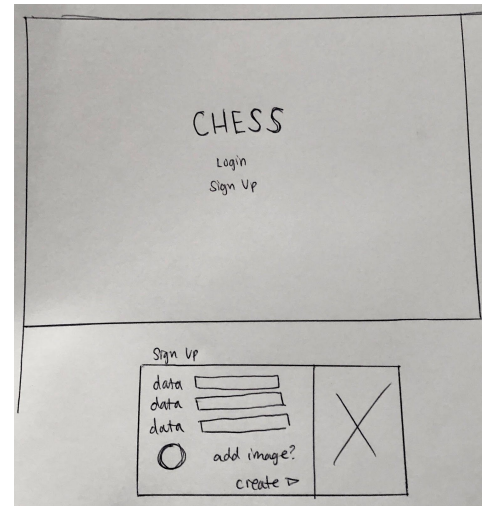
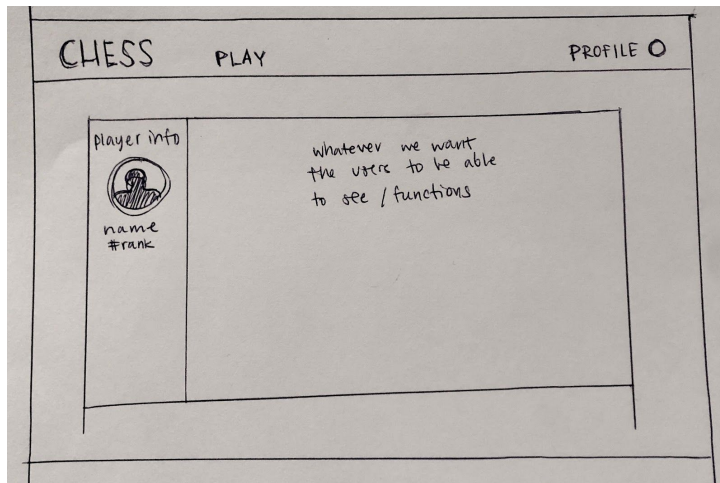


Submission list:

1. Wire Frames



2. Sitemap

- Log in/register page
- Homepage - lobbies/leaderboards
- Current games
- Profile page

3. A list of technologies installed and their version numbers. A link to a simple hello world page served from your server.

<http://18.144.36.117:3000> -- per conversation left as "Welcome to Express".

Software	Version
AWS EC2	4.9.3519
Ubuntu	18.04
Express	4.16.1
Node	8.10.0
MySQL	14.14
MySQL WorkBench (interface with server)	8.0
Putty (interface with server)	.70

4 List of database Entities and their operations. Doesn't need to final, but something to start with.

- Player Info/Log in
 - Log In Credentials
 - User name , for ex. PlayerID
 - Password, for ex. PlayerPassword
 - Image, for ex. PlayerImage
 - Email, PlayerEmail
 - Acceptance of Terms of Use (TOU)
 - Rank or Win/Loss statistics
 - Number of Wins and Losses
 - Winning Status (Check, Check Mate)
- Game Room:
 - Game Instance
 - GameStartTime, GameEndTime, GameRunning (boolean)
 - Game State
 - Move status, for ex. PlayerTurn, SquareStart, SquareEnd
 - Move history (possible), for ex. Position
 - Players, PlayerID
- Messages between players (possible)
 - Message
 - Sender
 - Game ID
- Lobby
 - Game Room/active game list
 - Play leaderboard (or highest W/L percentage)
 - Player chat for ex. ChatMessageID, ChatMessage

5 List of features your application will support

Register, register an account
Log in, log into an account
Create a game session, create a game for other players to join
Join a game session, join ongoing game session as spectator
Global chat
In Game chat
Basic chess movement, the basic movement for king, rook, bishop, queen, knight, pawn
Castling, once in every game, each king can make a special move
Pawn En passant
Promotion of pawn
Check
Win the game
Draw the game
Scoreboard
Time control
Forfeit game
Player rankings based on W/L %
Whisper player to player (low priority)