

## Homepage

- View current and past games
- View notifications
- Accept and send invites to start new games
- Continue a current game

- Profile
- Notification
- Invitation
- Header
- retrieveMatches

## Register

- Record email, nickname, and password to register user

## Header

- Go to home page
- View profile
- View rules/FAQ
- View notifications and invites
- Logout

- Notification
- Welcome

## Welcome

- Register
- Log in
- View developers and game overview

- Register
- Home

## Gamepage

- Choose Move
- Update moves and send new gamestate to Match
- Update the board GUI

- Match

## Profile

- Display nickname, email
- Update nickname, email, or password
- Show player statistics

- retrieveProfile

## Match

- Save gamestates to database
- Tell board to update
- Record the players, winner, and game statistics
- Read and write gamestate JSON and send to database
- Record past moves
- Quit or abandon a match

- Moves
- Notification

## Moves

- Detect valid moves for selected piece
- Make a move and tell Match what move was made
- Determine if a move will end the match

## Notification

- Accept invite
- Decline invite
- See which games are now your move

- Invitation

## Invitation

- Send invite to start new game
- Cancel invite before it is accepted
- Create a new match with default gamestate when both parties accept

- Match

## retrieveMatches

- Pulls active and past games to display on home page
- Handles database requests from home page

## retrieveProfile

- Pull user information from database for Profile page
- Sends updated profile information to update database
- Manages data requests from Profile
- Retrieves other profiles the user is searching for