BubbleChess Server Side

# Users (com.bubblechess.user)

**User**

* UserID: unsigned int
* Username: string
* Password: string
* Date Created: DateTime
* Last Login: DateTime

# Game

**Game**

* GameID: unsigned int
* User1: unsigned int
* User2: unsigned int
* GameState: string (“In Progress”, “Finished”, “Stalemate”, “Disconnected”, etc.)
* GameCreated: DateTime
* GameFinished: DateTime
* GameWiner: unsigned int
* MoveHistory: Move[]

**Move**

* MoveID: int
* MoveNumber: int
* CoordinateFrom: int[] (x,y)
* CoordinateTo: int[] (x,y)