

APIs:

Game Engine:

makeMove(Id, userId, Move)

getGame(Id, userId)

Matching Service:

createChallenge(userId, Challenge)

Chat Service:

sendMessage(gameId, userId, message)

getMessages(gameId, userId)

Objects:

Move:

```
{  
  "movedPiece": "Pawn/Knight/King",  
  "start": "e7",  
  "target": "e6",  
  "isCaptureMove": true/false  
}
```

Challenge:

```
{  
  "UserID": "3342314",  
  "Type": "Standard/Chess960",  
  "GameTime": "10 minutes",  
  "PlayAs": "White/Black",  
  "Rated": true/false,  
  "RatingDifference": {  
    "Lesser": "-50",  
    "Higher": "+100"  
  }  
}
```