

User Stories and Tasks:

Registration: Users seek to be able to create an account easily, and verify their identity with a unique username or email address, as well as a password.

Tasks:

- Create a database table to store user data
- Create a UI for user registration
- Create a server-side API for user registration
- Create a validation service server-side to validate input data

Login: Users want to be able to easily log in to their already-made accounts.

Tasks:

- Create UI for the user login.
- Create a validation service server-side to validate credentials
- Create a server-side login API.

Game Board: Users should be able to easily see a rendered game board.

Tasks:

- Create a board object in Java
- Render the board on the web page

Send Invites: Users need to invite other users to join games. Accepting an invitation should start a fresh game.

Tasks:

- Create a pop-window or alert for the invited user
- Create a UI to search for another user and display the results
- Build a back-end search for other users.

Create Pieces: Users want to play Omega Chess.

Tasks:

- Implement the following pieces for player use:
 - Wizard
 - Knight
 - Pawn
 - Bishop
 - Castle
 - Queen
 - Champion
 - King

Respond to an invitation: Users seek to either accept or decline the invitations of other players in an easy manner.

Show Match History:

Tasks:

- Create an UI to show previous match history of a user
- Create an API to fetch history data for logged in user

Save Game Progress:

Tasks:

- Create an API to save game progress
- Provide a button on UI to save game progress
- Create a UI feature to surrender game