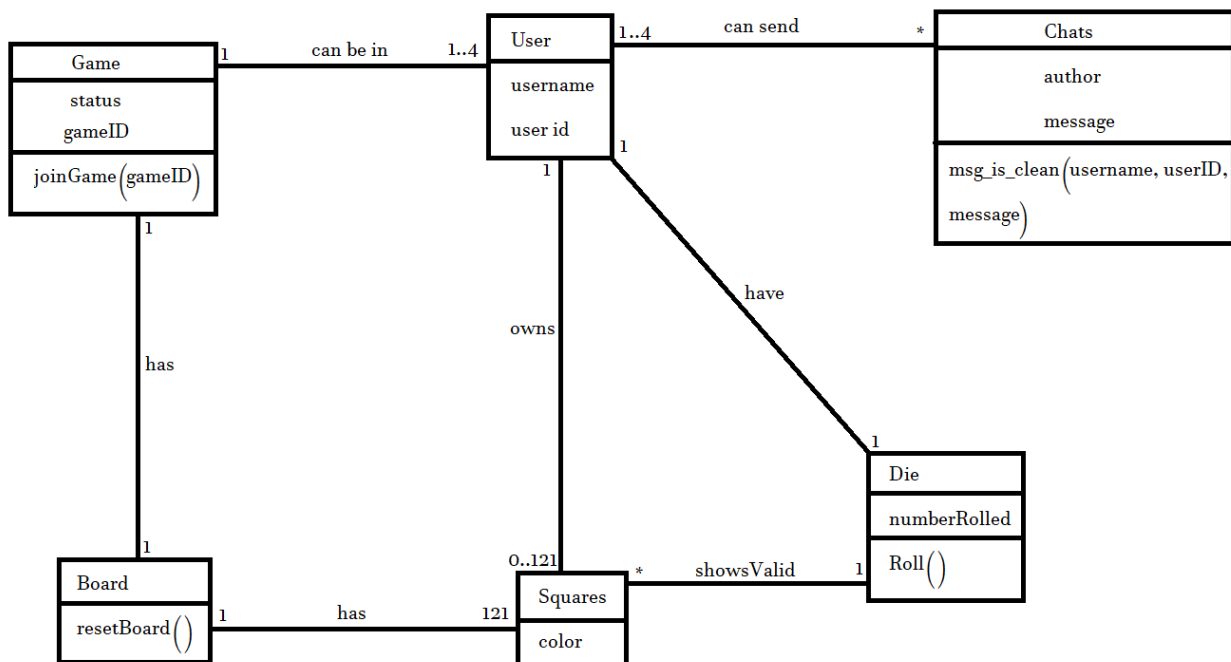


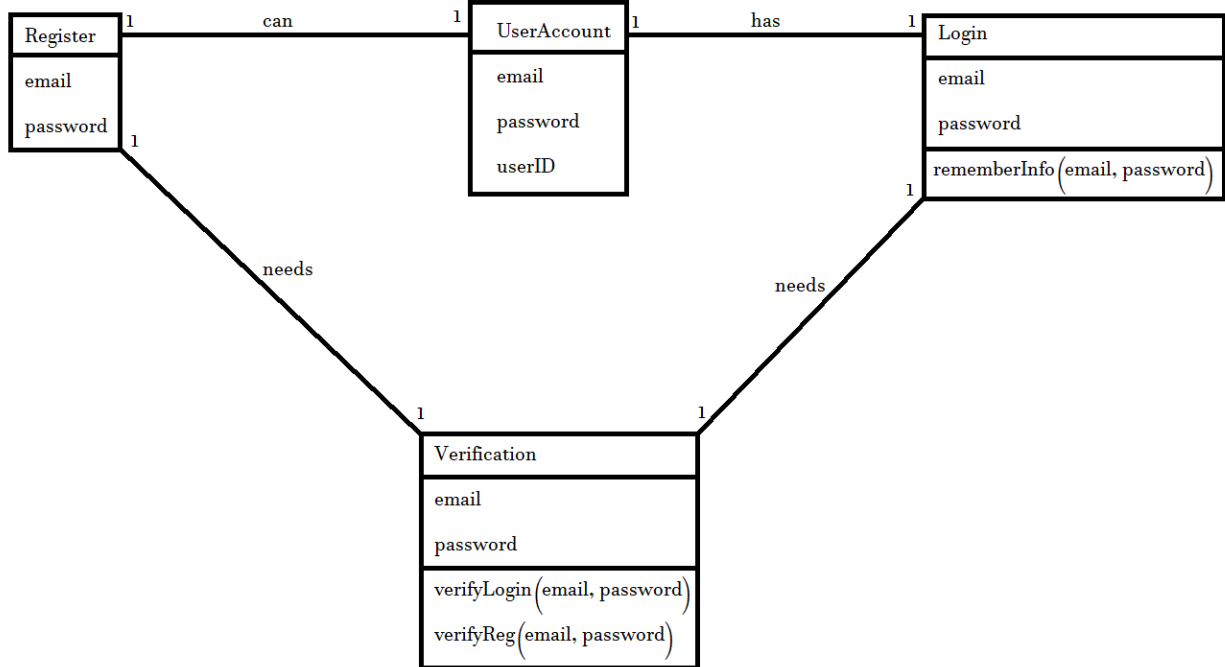
## Team Squared - Domain Model

### Description:

The following is the domain model for our application. The entire model relates to the relationship between our users and the game itself. The first chart breaks down the game into its key components, outlining how all of these systems (including the user) come together to make the game itself work. The second portion of our domain model is dedicated to the users and how their account works. This is important since both the Chat and Game rely heavily on authenticated users for sending chats and validating moves. Lastly, this split was created to improve the readability of the domain model, rather than taking all the account-related actions into the same chart as the game itself.



- 1 to 4 users can be in a game at once
  - 1 Game has 1 Board
  - 1 Board has 121 Squares in it
  - 1 User can own any amount of squares up to 121
  - All 1 to 4 Users can send as many chats as they want
  - 1 User can have only 1 die roll a turn
  - 1 Die roll can show all of the valid squares on the board



- 1 User account has one login
  - 1 Login attempt needs to be verified to 1 match
  - 1 User account can be registered to 1 email
  - 1 register attempt needs to verify that the email will only be linked to 1 account