HTML Mockup of the Game Display Page

Interface:

- The **checkerboard** (8x8 grid)

- **Pieces** for each player (red/black, or similar)

- **Highlighting valid moves** when a piece is selected

- A way to **click or drag to move** a piece

- Display of **whose turn it is**

- Possibly an area for **messages or alerts** (like invalid move, capture, win/draw notice)

Events can include -

onPieceClick()-> Select a piece to move
onSquareClick() -> Attempt to move selected piece to a new square
onMove()-> Send move data to Game Manager
onGameStateUpdate()-> Update board display when new state received
onGameEnd()-> Trigger end-of-game UI changes

Activity 5

Project 8	Game Manager	To send moves and receive updated game state
Project 21	Game Play	Might help validate or update game logic (depending on design split)

| Project 6 | DB | Possibly to retrieve saved games or player info (optional depending on implementation) |
| Project 4 | Summary | Not required but may be helpful to inform when game ends |