**Glossary of Domain Model**

1. **Player.** A person who plays a game by moving pieces.
2. **Player Profile.** A profile of a player that has the players nickname and records the history of games played.
3. **Game.** A game of Chad between two players that has a unique ID and is played on a board. A game has a status that describes if the game is ready to play, currently being played, the player who’s turn is next, and the player who won.
4. **Board.** A 12 by 12 matrix in which a game is played on that contains 144 squares.
5. **Square.** A spot that a game piece is on or can be moved to with unique coordinates on the board.
6. **Piece.** An object that players move around the board on squares and is one of the following types:
   1. **King.** A type of piece that can move and capture like a Chess king or Chess knight.
   2. **Queen.** A type of piece that moves like a queen in chess.
   3. **Rook.** A type of piece that moves like a rook in chess, and if ending on a square in the enemy castle, automatically promotes to a queen.