

## Server and Unit Test Report (server)

Product Name: Kittywar  
Team Name: Dog and Koala Bear  
11/28/16

### Sprint 2

#### User Story

As a player, I am matched against an opponent and put into a lobby

#### Task

Improve custom server to wait for connections using TCP and place connecting players into a lobby

#### Scenario

- Match-maker thread created
- Player A attempts to find a match
- Player A's user profile is loaded and Player A is put into lobby que
- Player B attempts to find a match
- Player B's user profile is loaded and Player A is put into lobby que
- Match-maker notices two people connected to lobby que and matches them together
- Each player added to their own game session and match is created
- Server is shutdown when the match is over