Sprint 1
- Planificarea protocolului de comunicare
  - Diagrama comunicare client-server
  - Multithreading
- Autentificarea
  - Comunicarea client server cu gui
- Room connecting component - inceput

Sprint 2
- Room connecting component

Sprint 3
- Comunicarea game state cu componentele API/AI
- Admin panel control

Sprint 4
- Security component
- Testing