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**CS 372-400 SP23**

**Client / Server Chat/Game**

Instructions

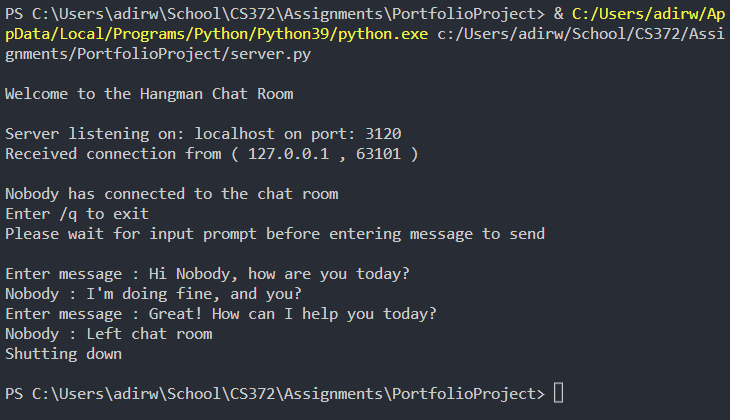
This program is written in the Python language, to be run using Python 3.9. The py file should be run in an IDE like VS Code or Pycharm.

1. To launch the program, open two integrated terminals on the same machine.
2. In one run server.py, then in the other run client.py. This will open and establish the chat room between server and client. They can then send messages to each other.
3. To start a game of [game] enter in “play [game]” as a normal message and the game will launch. Once the game concludes the normal chat will resume.
4. To end the game and chat room, type “\q” into either terminal. This will close out the socket and close the chat room for both parties.

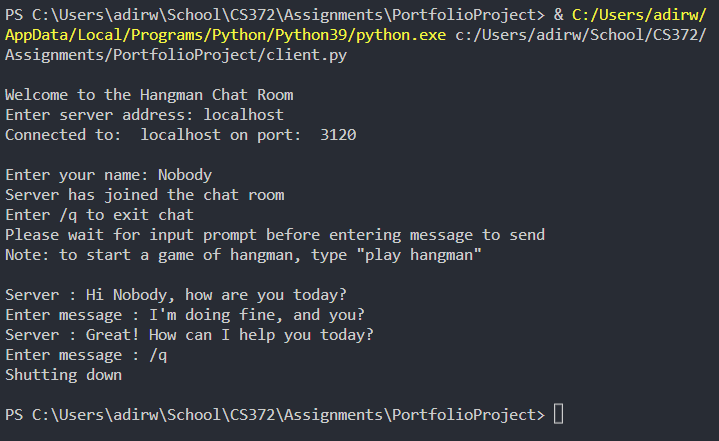
Screenshots of Running Program

**Chat screenshots**

Server.py



Client.py



**Game screenshots**

Server.py

Client.py

Comments

* When the client wins or loses it takes an extra turn of them entering a letter before it will pop up as so and end the game
* Wrong letter on first try doesn’t get flagged as wrong
* Duplicate text several places