Game Server   
with   
Socket Programming

Queens College

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Group Members

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-> Introduction and abstract

-> explantation in words about the project (explaining the project idea)

-> tools used --- development envirnment (Socket and SocketServer Java library)

-> diagram for client server connection (implementation details)

-> contributions of each group member in percentage

-> Server (33.3%)

-> Client (33.3%)

-> StateManager + Game (33.3%)

-> references