Project game - Backlog

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Done 5th week:

- Message Passing

- Simple strategy

- Player message and actions

- Ending game

- Data response

- Logging game events to csv file

Backlog 6th week:

- Code refactoring

- Bug fixing

- Integration tests

- Rejecting players after game started

- GM places pieces after game finished

To do 6th week:

- Code refactoring

- Bug fixing

- Integration tests

- Rejecting players after game started

- GM places pieces after game finished