Folder Structure:
After unzipping, you will have 2 folders, one is "NetworkPrgAssignmentStage1" and another one is "NetworkPrgAssignmentStage2".

NetworkPrgAssignmentStage**1** is for **Single Player**.
NetworkPrgAssignmentStage**2** is for **Multiple Player**.

Operate Single Player Game:
cd NetworkPrgAssignmentStage1/src
make
java SinglePlayer

Operate Multiple Player Game:
cd NetworkPrgAssignmentStage2/src
make

Then, start server by running follow command:
./server.sh
Then, start client by running follow command:
./client.sh
OR
Start Server:
java GameServer & java ChatServer
Start Client:
java GameClient

Multiple Game Process:
1. Starting GameServer and ChatServer
2. Then, the clients will join the game.
3. After joining the server, they must register (input name) before the game.
4. If there have 1 player, they will be wait until second player join.
5. If there have 2 players, they game will be run as 2 player's module.
6. If there have 3 players, they game will be run as 3 player's module.
7. If there have 4-5 players, the 4 and 5 player must be wait, until the first 3 player finish the game.
8. If there have 6 or more players, after the 6 and after 6 players' connection will be denied.
9. During the game, because the players may tell other people the answer, so that they cannot communicate during the game. After the game, they will go to communication room for discuss the current game. And the players who in the waiting list can join the new game.
10. All game result and communication will be logged.