

# Hanabi C++ Game

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Low Priority Items:

- Input validation on the name of players
- If anyone leaves on read, the server crashes. write a seperate function that reads from socket and returns a `std::optional<std::string>` so we don't have this kind of behavior

References:

- <https://www.codeproject.com/Articles/1264257/Socket-Programming-in-Cplusplus-using-boost-asio-T>