**Jake Comiskey**

**C00205926**

**4th Year Games**

**Lab1: Online Tech.**

I couldn't get the game to run while using SFML. This is using SFML Network, it integrated better then WebSocket for the setup.

So one user can connect as Server by entering ‘s’. The next user enters ‘c’ and becomes the Client.

The Server user can then send the first message and the client terminal will see that message. Then the Client user can send a message to the Server in which the server can see it then reply.

I had issues with understanding the game playing after the user becomes the Server and Client.