

Josh McGrew  
CS330 Final Project  
Week 4 Update

Progress: Project and Presentation are completed

Notes:

- Code/premise was overhauled due to time constraints
- Back-and-forth concept with client and server was changed to a single client/server interaction (one per game played)
- Socket programming is used to send a randomly generated word from the server to be used by the client
- Game logic is now done on the client, not the server