LLP Assignment 2: Tron-like

# Pseudocode/Planning

Client

* Connect to server
* Enter lobby
* Wait for other clients
* Start game
* On game end:
* Re-enter lobby
* Wait for other clients
* Start game…
* …etc

Game

* Holds positions of all players, and their trail lines
* Holds scores
* Gets passed around between server and client

Server

* Listen for and connect clients