Multiplayer quiz based on Python3

To Run Quiz:

Run this command on your terminal after going into the directory where both client.py and server.py is stored.
Open terminal and type “python3 server.py”
Open three more terminals and type “python3 client.py”.
Quiz will only start when all the 3 players (clients) are connected to the server.

This program is a socket based multiplayer quiz. The host has a list of questions and correct answers with him.There are three players in the game. A question is randomly chosen among the given set of questions and then sent to all the three players. The players press the buzzer by pressing any key on the keyboard. The first one to press the buzzer is given a chance to answer the question.If other players press the buzzer afterwards then the player receives a warning stating that a particular player has already buzzed for an answer.
If the answer is correct then +1 point is awarded a point, else a -0.5 point awarded. The host then proceeds with the next question.
The player who reaches a set score of 5 points wins the game and the game ends.

Server waits for a connection from the three clients and then proceeds with the questions only if all the three participants have joined. Each of them have been assigned as Player 1, Player 2 and Player 3 with respect to the time of their participation. Then the server broadcasts the questions from the stored set of questions in the list given by initiating the clientthread() function. It then waits for the buzzer to be pressed from any one of the players and then waits for the user to give some input. If the user gives a correct answer his score is incremented accordingly and reduced if it is a wrong answer.

I cannot implement the timer for pressing the buzzer and to solve the question because every time I tried my server stopped and was timed out before 10sec. I tried select in python for my timer.

Bibliography

https://realpython.com/python-sockets/

https://www.youtube.com/watch?v=6jteAOmdsYg&list=PLhTjy8cBISErYuLZUvVOYsR1giva2payF