

### List of Networking Features

The networking features that I applied in this program was the Java socket class, with the connect method to connect to the server, the Java server socket class, with the accept method to accept connections. I also created an inner class inside my server class that implements the runnable class to allow the server to be multi-threaded. For the communication between the client and the server I utilized the buffered reader and buffered writer, typically the things that were sent across the network were either Strings or integers. Now that we have listed our network features our next step is to talk about the design process.

### Timeline of Work

- 5 hours researching the games
- 15 hours designing the GUI's on paper, designing the GUI's in software, implementing the GUI's and fixing any issues
- 15 hours working on the server (this includes multiple restarts)
- 10 hours working on the client-server connection
- 5 hours researching and trying possible bug fixes
- 6 hours creating this document / paper / presentation