Rules (How it works)

- Two teams
- 1 spymaster per team
- 1 operative per team
- A board of 25 words in a 5x5 grid
- Spymasters view the grid being able to see the colours of the words (red/blue agent, white words that are neutral and black words that end the game for the team that clicked it)
- The team that starts first has 9 words to guess and the team that goes after has 8 words

Clue Phase

- Give a word word clue for your teams words
- The guess cannot be the word, and it must not have similar sounds to any words on the board

Guess Phase

- If your guess is correct, you can guess again (it is only recommended to do so if your spymaster gave you more than 1 word in response to their guess)
- If you get a bystander (beige card) cover it and nothing happens
- If you get a blue team (as a blue team) you will get 1 point
- If you get a red team (as a blue team) you will lose your turn and give the enemy team 1 point
- If you get the assassin (black word) you lose

First team to get all their agents wins

Requirements (Cadawas Rules)

- Write in a check (if statement or other methods) to make sure they don't just write the word as the hint
- 1 global chat

Program Specifics (Ie. Dimensions, Chatbox)

- Panel - 960x540 or some multiple of it... maybe 1200x675?

```java
import javax.swing.*;
import java.awt.*;

public class testCodenameFrame{
    // Properties
    public JFrame theFrame;
    public JPanel thePanel;
    // Methods

    // Constructor
    public testCodenameFrame(){
        theFrame = new JFrame("Test Frame");
        thePanel = new JPanel();
        thePanel.setLayout(null);
        thePanel.setPreferredSize(new Dimension(1400, 850));

        theFrame.setContentPane(thePanel);
        theFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        theFrame.pack();
        theFrame.setVisible(true);

    }
    // Main Method
    public static void main(String[] args){
        new testCodenameFrame();

    }
}
```