To make it easier to get the id, the server will display the id once after the match is completed.

And you need to fill in the id value after ‘id=’.

Player can be fill different value accroding /register.

o 127.0.0.1 8080

sen GET /register HTTP/1.1

sen GET /favicon.ico HTTP/1.1

sen GET /pairme?player=Durin HTTP/1.1

sen GET /mymove?player=Durin&id=&move=113 HTTP/1.1

sen GET /theirmove?player=Durin&id= HTTP/1.1

sen GET /quit?player=Durin&id= HTTP/1.1

c

sen GET /pairme?player=Pitaya HTTP/1.1

sen GET /mymove?player=Pitaya&id=&move=1 HTTP/1.1

sen GET /theirmove?player=Pitaya&id= HTTP/1.1

sen GET /quit?player=Pitaya&id= HTTP/1.1

c