DM2241 Multiplayer Game Programming

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Features:

* Can connect to any server based on user input.
* Checking whether user input is valid before connecting to server.
* User can see history of his/her own chat and that of the chat of others.
* User can create their own username.
* User is given a random colour on joining the server (can differentiate users of the same name).
* Package design for more efficient message sending.
* Handling of extra spaces in text and characters in text when user tries to run a command.
* User greeted by welcome message when he/she first enters the chat.
* All users already in the chat are informed when a new user joins the server.
* User is informed if an unrecognised command is entered.
* Number of unread messages of public chat and server chat are tracked and shown on screen.
* /clear or /Clear (clears all messages locally in currently active chat).
* /wipe or /Wipe (wipes all messages globally in public chat).
* /count or /Count (outputs number of users online).