

Account	class for an account.
AccountsReader	Class for reading in accounts using xml
readFileTest	Test for reading accounts
Server	Application class that controls server socket
ServerThread	Thread class that controls client socket and game play.
Store	Client class that lunches the application
SettingScene	Setting class that change the setting of the game board
SceneManager	Class to facilitate switching between scenes
SceneBasic	Superclass for scenes
LoginScene	class for user login
GameSettingScene	Interface for user to choose the action
GameScene	Class for two game board and attack buttons.
GameLobby	Class for user to start or quit game together
changeUsernameScene	Class for user to change their username
changePasswordScene	Class for user to change their password
changeBackGroundColor	Class for user to change the background color of game board
Test_ChangeColor_Junit	Junit file for changing color of the game board
Test_ChangeColor_Helper	Create server socket for junit test for change color
Test_ChangePassword_Junit	Junit file for changing password of the user
Test_ChangePassword_Helper	Create server socket for junit test for changing password
Test_initalize_Junit	Junit file for initialize board
Test_initalize_helper	Create server socket for junit test for initialize board