If you are using this template, the only classes you need to concern yourself with are

1. ServerGame – ServerGame is the server code that runs while the game is playing. When the game starts it creates a hashtable of players and a list of teams (where each team is a list of usernames). Each “frame” think() is called and it applies the most recent input it received from each client to the game world. Then, it sends the current game world (in string form) to each client.
2. ServerPlayer – a very simple class that keeps track of each client’s username and position
3. TimeTracker – this class keeps track of (1) average lag between each client and the server and (2) clock differences between the server and client (for example it may be 11:37:52 on the server but 11:37:48 on the client – this messes up time stamps)
4. InputTracker – this very simple keeps track of what keys are currently down for each client
5. ClientGame – this is the client code that runs while the game is playing. It sends the current keyboard state to the server each frame and then draws the last game-state received from the server
6. ClientPlayer – this simple class represents the other clients playing the game; it simply tracks there position

All the other classes deal with the 4 threads that handle communication between the server and client and create the menu. You can ignore those. If you are interested in how these were implemented, feel free to talk to me ☺