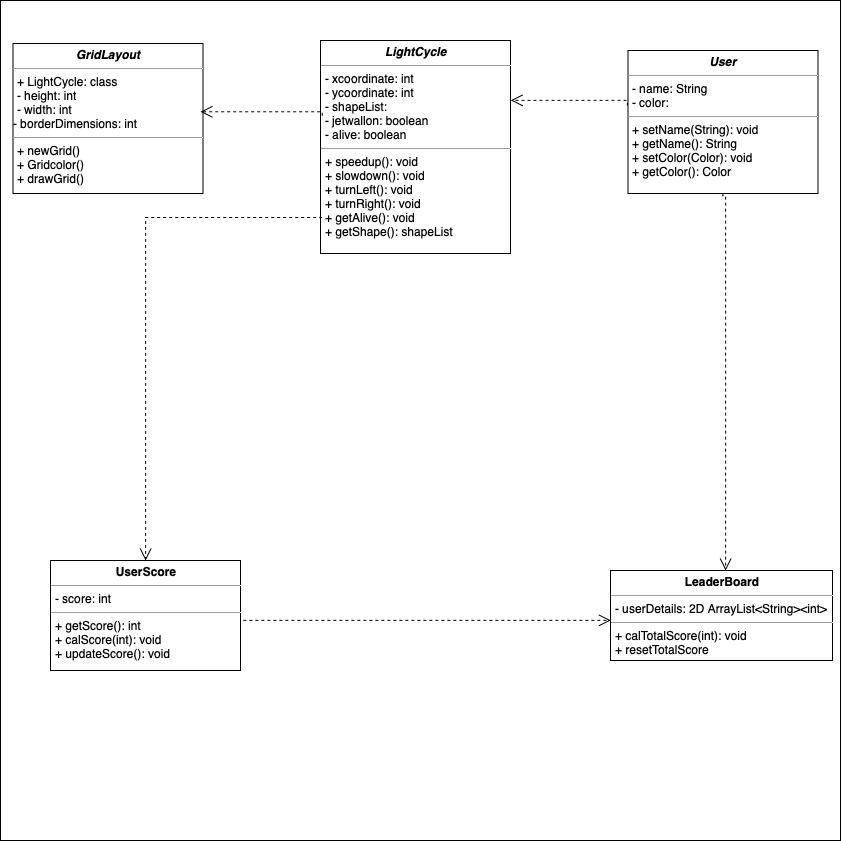
**Users Story:**

**Spike Story:**

1. In order to have multiplayer environment, an UDP multicast server must be establish.
2. In order to restrict the grid area an map/grid border must be set.

**UML Diagram:**

****