Order of programming tasks to complete the projects

1. Compile and run the example
2. Study the board manipulation functions
3. Define the messages exchanged between the clients and servers
    1. What information is sent from a clients to the server
    2. What messages are sent from the server to all clients?
4. Implement a server that receives a connection from a single player
    1. Guarantee some of the game rule (wait times)
5. Implement a UI client
6. Change the server to access multiple concurrent players
    1. Assignment of a color to each player
    2. Storage of the player information (sockets, state, color)
    3. Communication of board updates to all clients
7. Implement a bot
8. Implement correctly:
    1. the game start (two players are required)
    2. Addition of a new player during a game
    3. Pause of the game when only one player is connected
    4. Game end
9. Implementation suitable synchronization