All must have basic:
- Use java swing
- Animation
- Combo of keyboard and mouse input
- Use file.io
- Must talk over a network (socket io)

Specifics:
- Game need to be 1280 x 720
- Not able to resize the frame
- Some Sort of chat functionality
- All must have 1 or more data files that contain the data for the objects of the game.
- All must have a networking protocol
- Menus or/and buttons or/and text fields
- Main game is animated
- Only one window
- Submitted and updated on github