In order to conduct a test of our server software, we will:

1. Load and run the server software.
2. Load the data file that contains the questions and answers to ensure that the server can read the data.
3. Load and run the client software
4. Have the client connect to the server via TCP and then ensure that the server and client can communicate via UDP.
5. Play the game with one client to ensure the client and server function as designed.
6. Play the game with multiple clients to ensure the clients and server function as designed.