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Complete: The program is complete and support the multiple user play at same time with server Ai. Everything is working and functional. As well as connection.

Problem: The Ai may not as smart as human and the team was working on it very long time and still not smart as well, so we have to change the Ai back to old version. So the Ai is the most difficult part for our team.

Server List:

Business:

Board, EnumColor, Move, Player are the object class

Score is the business have the rule that counting the score both ai and user have in this game, during the play.

GameEngine is the business class that have all the logic of the game including the ai move and Score count etc. Also have the information in and out between server and client side.

Connections:

ClientConnectionManager managing the Client side connection.

ServerManager managing the connection which including the port number and information.

ThreeStoneServer for create the server and make a game server.