Concerns

- Whether to have 2 TCPs or 1 TCP. More specifically whether to have a separate connection for getting updates of the game from the server.
- Maybe multi-threading on client be useful (thread-1: user input, thread-2: updating the suduko)
- Maybe multithreading (for every session one thread)
- GUI: look for the libraries - pyqt for gui (maybe?)
- Sudoku Logic: look for some libraries

Abstracts Classes

- session

Classes on Server side

Game/Session

Properties: session/game_state, game_id, game_name, game_solution, maximum_num_of_players
Method: update(game_id), initiate_session(), add_player(), remove_player(), terminate_session(), game_start(), game_finish()

Player

Properties: score, id, current_session, client_ip, nickname,
Methods: change_game_state()

Methods on Server

variables :

- List of sessions
- List of players

Methods:

- list_sessions()
- process_message()

Client Side

Game/Session

Properties: current_game, scores, max_num_of_players, game_id, game_state,
Methods: update()

Requests to server:

- list_of_current_games/sessions()
- join_a_session()
- create_session()
- leave_session()

send_request()
process_response()