TRANSLATE THE GAME IN ENGLISH

Google RPC: https://grpc.io/ (back-end)

QT Designer: https://doc.qt.io/qt-6/qtdesigner-manual.html (eventual interface if we have the time)

No server because we're doing it P2P.

No server-list, to join input IP of the host. **OR** we can do a server list where you look for people that are hosting a game.

When you join you'll be asked to give your name and age so that the host can see a list of waiting people AND we can determine the starting order

Option: are host options now

If one person disconnects we need to delete his spot on the map and the game proceeds as if nothing happened. If the host disconnects, the next person in the order of the game becomes the host. If it happens in the lobby we just disband the lobby.