**Game Arguments and inputs**

Arguments:  
./Connect4 (-n) [p1] [p2] (player options) [Initial board state file: null] (-of [name]) [-v [verbose level]]

Network Game:

* Param followed by 0/1 if server (-n [0|1])

Possible players are:

* Local player (lp)
* Network player (np)
* Random player (rp)
* Ai player (ai)

Player options take form of:

AlphaBeta/Minimax:

* Choose MM or AB ai (-mm, -ab)
* Iterative Deepening (-id [time])
* Initial search depth (-d [val])
* Node heuristic selection :
  + Winstate (-ws)
  + Connect3 (-c3)
  + Connect2 (-c2)
  + Connective (-cprime)
* Node random ordering moves
  + Number of random swaps (-rs [val])

Initial boar state format:

* Use a board state (-bs [path to file])

Output file name:

* (-of [name])