Possible Future Networking

       To create the ability for our project to have an online format would require the following upgrades to our current code/design. The GUI and background game classes would for an online class now need another control class to handle the interaction between them.This would then enable the control class to handle whether the turn is for the local player or an online player and also would then allow the background game class to just send updates to the control class and let it handle which user needs their screen updated (ie to indicate its their turn) or update everybody's screen with the new block placement.

The GUI would also though have to be adapted for online play which would involve creating another menu for finding/creating an online game but this would only involve adding another menu to the menu list we currently have and then its functionality would be handled again by the control class the we create.

The control class would mainly handle where input/output is coming/going from ie telling if the player is online local or ai and then handling it accordingly. So for an Offline game it would simply not set any player as an online player and the system would work as if no network existed.