Idea for gomoku.

Gomoku is a 2 player game, here is the wiki link for it, https://en.wikipedia.org/wiki/Gomoku.
The idea is we could implement it as an online game, which has 2 players(clients) connect with
one server. Each step made by one player will be send to the other, and the other could get the
updated board.And the server would check current board all the time to judge if anyone of
them win the game.
In this idea, TCP client and server code provided by Prof.Carruthers will used.