

1. To test the program, run Server and Client
2. PeerProcess class is a work in progress, not fully ready yet
 - a. Combines client/server functions from example in order to send and receive with peers
3. Client can connect to a server
4. Server receives and sends bytes
5. Through handshakes client and server exchange messages
6. Handshake check terminates connection if handshake isn't valid or peer ID not expected
7. Basic message type support