Brendan Russo - Mini Checkers Iteration 1

# Main Goal

The main goal of this iteration is to set up the basics of the MessageHandler interface and the MOCKmessage handler. With the message handler also comes the GameState state machine to change from 1 state to another

## Steps involved

* Check for valid ip address ipv4(no leading 0’s) and port number to see if is within a valid range(49152-65535). Response will be “VALID” if valid or “ERROR” if invalid
* Check that valid name is set and it is unique. This will be tested by setting different names and making sure they aren’t equal
* Also test the UPDATE request changes the state from PLAYER1\_MOVING to PLAYER2\_MOVING or PLAYER2\_MOVING to PLAYER1\_MOVING
* The TRY request will not be tested at this stage as the board class has not been implemented
* STATUS will also be tested to see if the player is currently WAITING or MOVING. Player will always be WAITING.

# Verification

Verification will done through Unit tests and the command prompt available to do extra testing