Brendan Russo – Mini Checkers 2 Iteration 7

# Main Goal

The main goal of this iteration will be making the final UDP requests and broadcasts.

# Steps Involved

* Creating all the rest of the message broadcasts.
* Broadcasts to get working are Status, GameState, GameStart, Users and Play

# Verification

Verification for GameStart, Users and Play can be seen on the client window. Other status will be checked via break points