**Dice game, Snyd**

We wish to create a text based version of a popular danish drinking game. Called Snyd.

1st Sprint (16.9.-22.9.)

* make github repositories
* think about classes needed
* UML class diagrams
* UML use case diagram
* how does server works
* basic setting up of project

Need to research more:

* How does servers work?
* How does hosting work?

Class diagram (initial)



