**Phase 1** of Project to Complete: (Wenchao says we should get at least this done by end of break)
- Plan server vs. client roles
  - What events can happen?
  - How to respond to such an event?
- Support ONE client first
  - Basically TWEAK ECHOSERVER code from class
- Implement the server parsing the input for the commands that the client sends at the beginning of each entry they type
- Each command should get a *different function* to deal with it
  - Ex: function for an arraylist to store nickname when the user sets it

**Phase 2**:
- Make it multithreaded – ONE THREAD PER CLIENT
- Figure out how many clients there are, figure out how to send directly to a nickname etc.
- All threads are on the server
  - Threads deal with info regarding their *individual socket*
- Accept function for main socket (see below) – should return the new socket name for the client