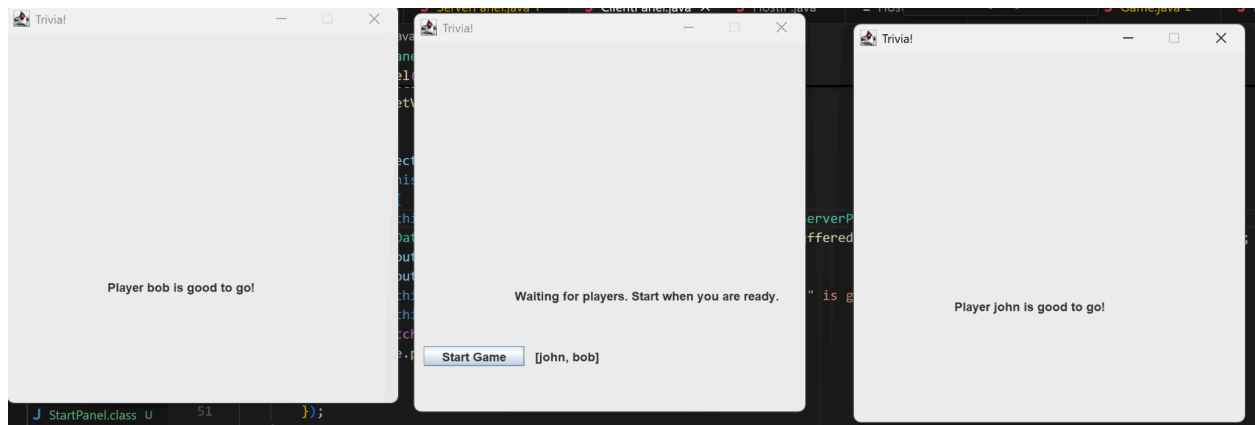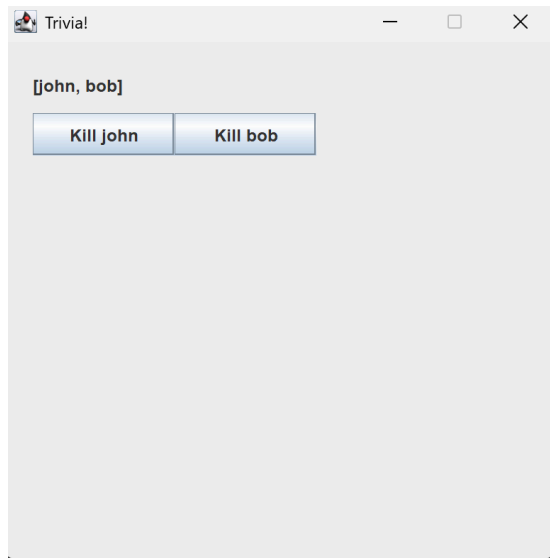Server connection testing

```
UDP Receiver started on port 5000
Could not connect to 127.0.0.1, retrying in 3s
Could not connect to 127.0.0.1, retrying in 3s
Could not connect to 127.0.0.1, retrying in 3s
Connected to client 127.0.0.1
```

Client connection testing. Skips to question X if game is in progress.

```
TCP Receiver started. Listening on port 6000
TCP Connection established.
TCP Received: catchup 2 1
skipping questions...
You clicked Poll
UDP Sent: buzz 2
TCP Received: ack 2
You clicked Paris
You clicked Submit
UDP Sent: answer 2 3
```

GUI Tests

Player bob is good to go!

Waiting for players. Start when you are ready.

Start Game   [john, bob]

Player john is good to go!

Trivia!

[john, bob]

| Kill john | Kill bob |

Answer testing. Using "2" for the playerID to send it to the correct player

```
UDP Sent: answer 2 3
TCP Received: correct 2
correct! +10
TCP Received: next 2
```

Server receiving buzz and sending out ack, receives answer and sends out correct

```
received from 2
trying to send
sent out ack
received answer
trying to send
sent out right
```

Example window, submit is disabled if the user hasn't received "ack" from the server

Example right/wrong output