

# PROJECT REPORT: 01.05.2017

PROJECT STATUS : around 80%

Accomplished tasks:

1. Python server:
  - Managing clients
  - Managing players
  - Registering games
  - Handling game master
  - Passing messages
2. Game master:
  - Maintaining games
  - Starting games
  - Placing pieces
  - Adding players
  - Handling messages
  - Finishing the games
3. Client
  - Connecting to the existing game
  - Closing connection
  - Managing messages
4. Player
  - Parsing messages
  - Moving on the board
  - Discovering the pieces
  - Playing with strategy
5. Messages
  - All the messages required to play the game correctly
6. Strategy
  - Strategy in which players are taking all actions
7. Information
  - Base class with the information about the game
8. Unit Tests
  - Every function is tested to check its correctness