# 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

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