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CGS D:
        Implemented all the required functionality.
        - user can move
        - user gets feedback

CGS C:
        Implemented all the required functionality.
        - user can move in any direction
        - user can see other users
                - either through the command 'view' which shows everything at the current u
sers location
                - or through the command 'online users' which shows all the online users at
 the MUD
        - user can pick up thing with the command 'take'

CGS B:
        Implemented all the required functionality.
        - there are three MUDs running 'Gina', 'Rosa' and 'Tros'
        - when the user is connected he can choose the server

These commands can be used:
        - help - show all the command which can be used
        - view - view all the things around you
        - move - move to some location
        - take - take some item
        - online users - show all the online user at the MUD
        - show inventory - show your inventory
        - exit - quit the MUD

How to run the game:
        First compile the files. There is Makefile. Run these commands:
                - 'make mud'
                - 'make mudclean' to clean the class files

        Terminals with these commands:
                Terminal 1 - rmiregistry 50010
                Terminal 2 (Server) - java cs3524.solutions.mud.MUDServerMainline 50010 500
11
                Terminal 3 (Client) - java cs3524.solutions.mud.Client <registryhostname> 5
0010 50012
                T4 (C) - java cs3524.solutions.mud.Client <registryhostname> 50010 50013
                T5 (C) - java cs3524.solutions.mud.Client <registryhostname> 50010 50014

        You need to open terminals and copy and paste those commands.