Assignment 2: implement a X-O game using JAVA RMI.

Client 1:
A client makes two kinds of calls:
1. Request to play the game.
2. Notify the server of the move.

Client 2:
A client makes two kinds of calls:
1. Request to play the game.
2. Notify the server of the move.

Server:
The server makes three kinds of calls:
1. Notify a client of the other client's move
2. Notify the game status.
3. Coordinate the turn.