* GUI
  + Initiating the chat
  + GUI
    - Menu and text box display/input
  + Menu
    - Connection is made easier with a popup menu displaying all active users
    - All original functions are accessible in the menu and can be called even in the chatting state
  + Customization
    - Text and background color can be changed through a color selection window.
    - A dark mode is implemented
    - And also a pasta mode
    - Preference menu
      * Auto scroll toggle
      * Window size customization
      * Changing file receiving folder (the default is D:/)
* File Transfer
  + The binary file data is encoded into a string
    - The string is split into smaller pieces for transfer
    - Binary date 🡪 b64encode 🡪 utf-8 decode 🡪 split into smaller strings 🡪 ready to send through JSON, along with the file name
    - The server relays the JSON data to the receiving client
    - The receiving client pieces back the string and decodes it into the binary data that is written in to the new file
* Game integration into the chat system
  + The game can be launched in the chat
  + Leaderboard
* Game auto play
  + Fully scripted rather than using a machine learning algorithm
  + Logic:
    - Focus on the closest threat, unless the player is getting out of boundary
    - Retrieve the movement vector of the threat, calculate the appropriate normal vector optimal for evasion
    - Evade in the direction (up/down/left/right) closest to the normal vector.