Program Narrative

The goal of the program is to ultimately be able to process multiple clients connected to a server in a game environment. The game being Mastermind, telecommunication will be implemented using java to create and manage sockets between client and send data from the client to be received and interpreted by the server to give an adequate response. The first pillar of the project is coming up with an adequate structure for the packets to be transferred. After this, the main server loop needs to be designed to accommodate client connections in a way to have multiple instances of the game running. The application will also need a GUI for the client-side interaction and will be using JavaFX.