

Final 4 rubric:

1. Implement multithread server that can accept and process requests from multiple clients.  
(bonus: Make the game conditions identical on each client and clients do not interfere with each other)
2. implement the client side that can join the server by just typing the IP address of the server and start the game.(Bonus: Allow client to have their user name displayed on the snake)
3. Implement the game loop that allows players to join the match at any time.(Bonus: Death animation showing the score achieved)
4. Create the PUBG model that will provide so much fun!(Bonus: Special animation for winner)
5. Testing: Having a manual test plan.(Bonus: invite classmates to test out the game together)