1. Build a java socket server and client for the game and able to transmit data to each other(Bonus: build a parser for the data being transmitted)
2. Reconstruct all the functions and data structures from previous version so that the server has total control of the game logistics.(Bonus: enable loading map data from the server)
3. Implement a game loop that would run the game between server and client(Bonus: have an end of game animation)
4. Build a mini map on the corner of the screen that shows where other snakes are at(bonus: have a score board)
5. Testing: Run the game for as many times as possible without a bug.(Bonus: Manual Test plan)