Readme

SERVER

Starts by running the Server class. It asks for settings through the console. Defaults can be used by leaving them blank and pressing [Enter]. After that it states "Socket available" after which it can be found by a client. It will continuously add more clients, up to the maximum number of clients. If a client is gone, it will be able to add a new one. Stopping the game can be done by closing the window.

CLIENT

Starts by running the Client class. It asks for settings through the console. Defaults can be used by leaving them blank and pressing [Enter]. This way a human and a computer player can be chosen. During a computer game, chatting and interfering with manual commands is still possible.

The game is played by typing commands. An unknown command will throw a warning, a false MOVE command will kick you from the server. The client will automatically try to reconnect.

Chatting can be done without any preceding command. Other commands are:

- CANCEL   During waiting for an opponent, one can cancel the game
- MOVE x y   Give move command, followed by two integers representing the x and y coordinate, separated by a single space.
- PASS   Pass means passing this turn and letting the opponent again. A consecutive pass streak, starting with BLACK and ending with the last player, means the game will end.
- TABLEFLIP   Makes you leave the game. You obviously lost the game when tableflipping.

After a game, you can choose to restart a new game.