Server side variables:

server_status : Keeps track of the server status in the "elve-kryssing" world. (Online/Offline)
server_client_echo : Communicates with all clients and using echo, any client can change the server status. (Terminal based on client side)
*server_to_client_channe*l : An open port that is used by the server to communicate to the client/clients.
server_client_error : The server communicates world issues with the client in order to prevent invalid actions.

Server side functions:

server_clear : Clears the world and restart the program.

Client side variables:

server_client_echo : Communicates with all clients and using echo, any client can change the server status. (Terminal based on client side)
client_status : A variable that talks to the server_status and keeps track of the world state. (Online/Offline)
client_window : A terminal window that lets the user operate/change the status of the world. Eg. move characters/the boat.
client_error : An error message displaying invalid actions. The message is communicated by the server through *server_client_error*.

Client side functions:

check_status : Communicates to the server and gets the latest status of the world.
move_left : Moves the boat to the left side of the river.
move_right : Moves the boat to the right side of the river.
print_status : Prints the status of the world on the client_window.
client_clear : Clears the world on client_window.
put_in_boat : Opens a prompt and lets the user write in which character they want to put in the boat. (Only available for the characters on the side where the boat is)
take_out_boat : Open a prompt and lets the user write which character they want to move out of the boat. (Only available for the characters whom are in the boat)

Kilde/Inspo:
http://www.binarytides.com/programming-udp-sockets-in-python
https://wiki.python.org/moin/UdpCommunication

https://pymotw.com/2/socket/udp.html