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| --- | --- |
| **Function** |  |
| Client establishes a connection with the server | Done |
| Client is assigned a unique ID when joining the game | Done |
| Client displays up-to-date information about the game state | Done |
| Client allows passing the ball to another player | Done |
| Server manages multiple client connections | Done |
| Server accepts connections during the game | Done |
| Server correctly handles clients leaving the game | Done |