* Program has developed in Windows platform

**Faced Challenges**

* Learning the socket library methods has been challenging.
* The loops we used for the project were tricky, spent a good amount of time to fix the endless lopps.
* Fetching the text from the text file and making it a dictionary on phyton was not easy.
* Biggest challange was to fix what happens to the chat listener when the user on the other end closes its socket.
* We couldn't decide whether to use threading or different executables, but ultimately went for different executables since it was the default way written on the project guidelines.

**Limitations**

* Testing was a little bit difficult, especially since you can't trick your computer into having a different IP address. The teamwork was mostly remote so we couldn't try with different Clients/Server using different IPs much.

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