There is a little bug

When one player connect and close the window

Then the second player connect and start the game will end automatedly

Other thing is working right

The session will all show in the terminal

It will show all the message the go through the socket

Also tell the state of the program

The program need to have a server first then run the player otherwise the player will get the not connect message

If the server is close during the game the player will get the message that tell the server was corrupted