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Protocol for Tournament Manager

The requests and responses are
JSON values defined as follows:

Player Connect Request:

{ "name": *string* }

New Name Response::

{ "name": *string* }

Placement Request:

{ "board": *BoardSpec* }

Placement Response:

{ "x" : *Number*, "y" : *Number* }

Turn Request:

{ "board": *BoardSpec* }

Turn Response:

```
{  
  "WID" : Number,  
  "move": { "x": Number, "y": Number },  
  "build": { "x": Number, "y": Number }  
}
```

