My game is called "Word Guess" where each player is to choose a word and whoever guesses the other person's word first wins the game.

The client code takes in the word chosen by the player and the code makes it all one case, uppercase.

It then shoots that to the server and saves each person's word in a separate variable.

The server then switches the turns between players in order for them to both guess at each other's words.

The server then reads the guesses to see whether or not it matches the other players' words.

If it is, then the server shoots out that they are the winner/loser.

If not, then it prints to the other player what the guesses were.

