Simacogo Documentation

Server:

* Creates server socket
* Loops
  + Waits for client and processes input
    - If play AI create game thread with AI
    - If pvp wait for second connection and create Game thread with players
  + If input load game, retrieve file name from server and send new board

Game:

* Game thread initiated from Server
* Processes if game is PVP or against the CPU and starts game loops.
* Directs the sending of boards between players.
* Hosts CPU player
* Loads and sends the scoreboard to clients upon request
* Processes finished games into scoreboard

Player:

* Holds socket in and out connection between player and server
* Sends objects to player
* Waits for objects from player

Main:

* Handles connection to server
* Handles GUI events
* Passes new board after move to Server
* Sends text to server
* Requests lists of games as well as high score board.

Board:

* Holds current board as char grid
* Store game score
* Stores player turn
* Stores if game is over
* Stores if game is going to be saved

Min Max: (CPU)

* Code written by Erik Barns in previous class.
* Calculates next move using Min Max algorithm

Scoreboard

* ArrayList of boards.