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

Player:

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

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