Slither
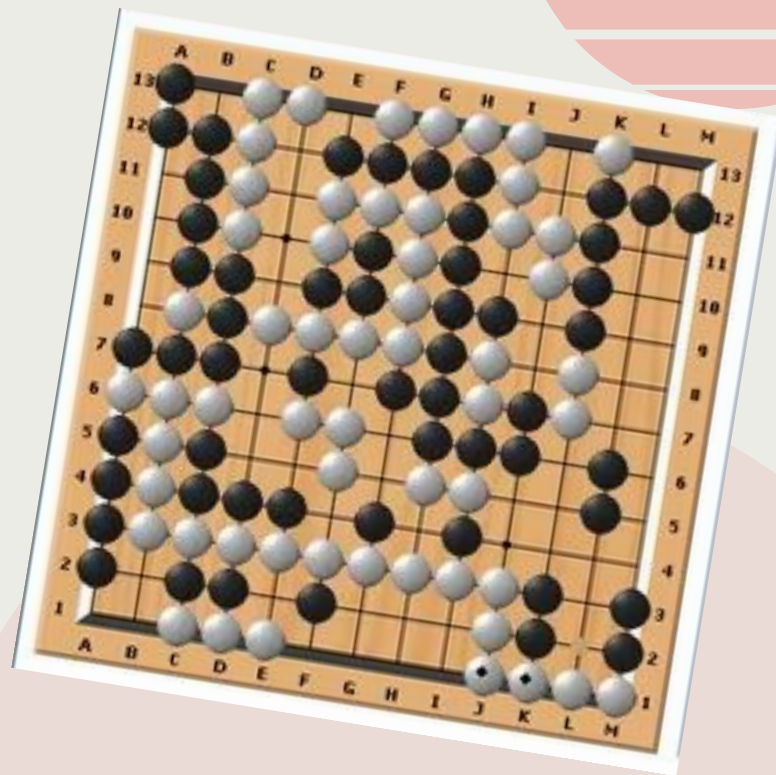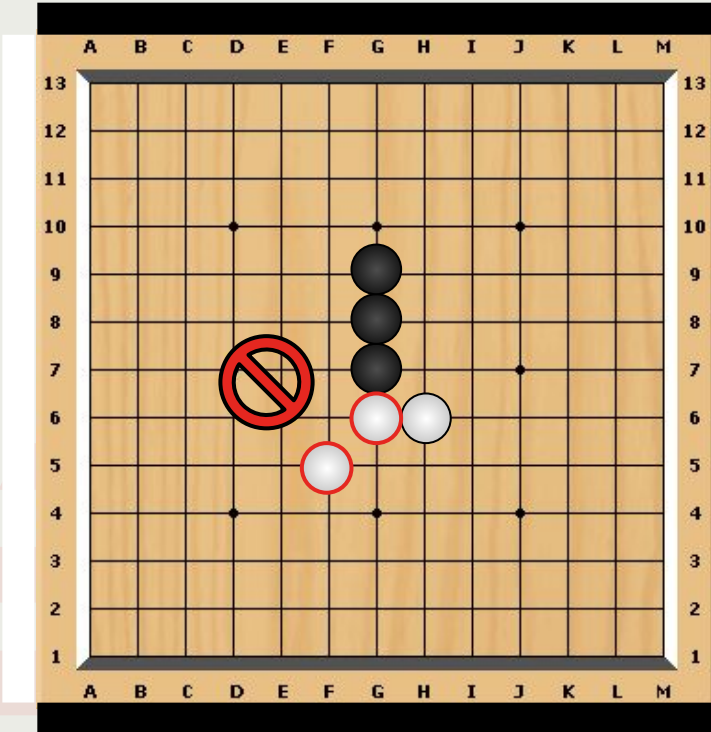
Group 16

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About Slither

Goals
- BLACK: Connect top and bottom
- WHITE: Connect left and right

Rules
In each turn, the player will
- Move a piece (optional)
- Place a new piece

However, every piece can not be connected to another one diagonally.

Work Distribution
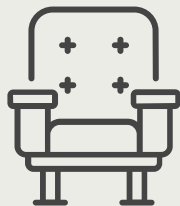
Server

- Board
- Game states
- History actions
- AI

Client

- Players
- Game rules
- ANSI escape sequences

Game process

1 → **2** → **3** → **4**

Create room

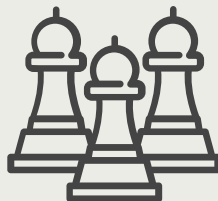Client 1 can create a room and then get a room ID.

Join room

Client 2 can join a room randomly or search it by ID.

Start game

If there are two players in a room, the game starts.

Spectator

Client 3 can join a room that already starts and be a spectator.