**Project Proposal**

My project is to build a Chinese Tichu Game Client-Server Program based on LAN.

The Program will base on two parts: the Server and the Client.

The game will begin when 4 players connecting the Server.

Using the **module socket**, the Server first builds a socket which will always listen if any client wants to connect him.

Using **module select**, the Server can extract the reading part from the buffer information, so that it can always receive data from the client which has something send to it.

Then the server will deal with the received data convert it, and send it to the game logic part which can control the game.

Then the game logic part will send back the command to the converter again then send to all of the Players.

The User Interface will be stored and displayed in the Client.

The game logic part will be stored in the Server.