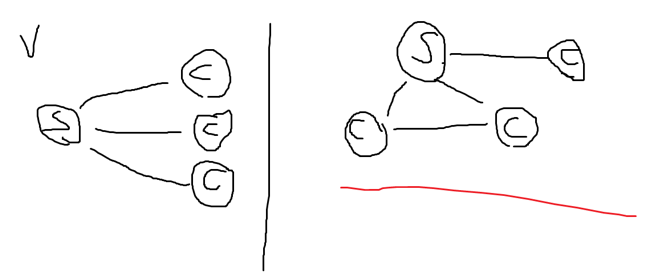
1. Multi-thread (Cho)



Simple version Advanced version

1. Connect and Disconnect (Yangyang)

* Visual Studio -> CS1 to run it

1. Documentation (Ryan)
2. Set up Github (Sen)
3. Create code for the game

* **Create the Rule of the game**
* Create Codes