**Items needed for milestone 1:**

* Server.cpp
  + Opens socket **(done)**
  + Binds socket **(done)**
  + Listens for connections **(done)**
  + Validates user login credentials
  + Creates new thread for user
  + Handles user disconnects gracefully (shuts down threads, sockets etc)
  + **Stretch goal 1:** Support Multiple client connections simultaneously
  + **Stretch goal 2:** Design/implement RPCs that allow threads to talk for multiplayer
  + **Stretch goal 3:** Hash user credentials and store in/look-up from external file
* Client.cpp
  + Client needs to establish connection, run connect(name, password), wait a random amount of time from 1-10 seconds, then run disconnect()
  + Connect to server with username and password
    - Function signature: int connect(char \*userName, char \*password)
  + Disconnect gracefully from server
  + **Stretch goal 1:** Let client choose 1 player or 2, load appropriate logic from server based on choice
* Design a minimum of **THREE (3)** additional calls/requests between the client and server
  + RPC 1: TBD
  + RPC 2: TBD
  + RPC 3: TBD
* Project documentation (Milestone1.PDF)
  + Summary of project (2 paragraphs) **(done, tentatively)**
  + Listing of **FIVE (5)** RPCs including their signatures, input arguments, output and a description
  + Screenshot of output from CS1 showing server.cpp and client.cpp running/working
  + Makefile info for how to compile the .cpp’s and run the programs.
* Milestone1.zip
  + Client.cpp
  + Server.cpp
  + Client executable
  + Server executable
  + Makefile
  + Milestone1.pdf