Farm Battle Algorithm Plan:
Server Side

Initiation:
1. Set up server(sockets)
2. Initiate a instance of gameMap
3. Generate random Map: gm.mapGenerator()

Sending Message:
1. Inital Message:
   a. Dict of the gm.map
   b. Game state
   c. Client codes with mole position and mole lives (differenciate farmer and mole clients)
2. Repeating message
   a. Game state
   b. Countdown time
   c. Scores
   d. Client codes with mole position and Moles data

Game End

Terminate Server

Process Messages:
1. Game state: game end when time is out
2. Time deduct every second
3. Put the client message in a dictionary:

{clientcode: [[mole positions], [molelives]]}

Receiving Message from all clients:
1. Client Code
2. Mole positions and mole lives

Farm Battle Algorithm Plan:
Client Side

Opening Scene
1. Choose farm or moles
2. Run different module based on the choice

Initiation(shared)
1. Set up server(sockets)
2. Initiate a instance of gameMap
3. Initiate a instance of Moles
4. Define client code

Game State Check

Game End

Ending Scene:
1. Show Scores
2. Show Winner

Game on

Receive Message:
1. If new client: take gameMap data and input to local gameMap
2. If old client: moles data and update Moles

Moles Game Play:
1. Draw map
2. Take clicks and spawn new Moles
3. Update Moles states

Farmer Game Play:
1. Draw map
2. Take clicks can check mole Hits
3. Update Mole states

Sending Message:
1. Client Code
2. Mole positions and mole states