-Initiate server (set ip?)

-load in question bank, shuffle questions

-ServerSocket with 101 connections (1 one, up to 100 mob)

-as connections are accepted, create new player object for connection, pass to executorservice

-player object:

-get players username

-update/inform clients every time a new player joins

-wait for game start

-initiate client (get server ip?)

-get username

-connect to server

-send name

-wait for game start (immediate, 10 second countdown, etc.)

-server master initiates game

-server sends out message to all clients with question

-wait shortly to make sure everyone got question?

-client displays question, initiates countdown, gets user answer, sends answer to server

-server processes answer, updates color of this client to yellow, sends out color change to all users

-simultaneously updates gui as players answer and turn yellow

-when time runs out, all remaining clients send no answer

-one’s turn, can select answer or help

-if help, handle/calculate help, remove used help from options/cross out?

-once one locks into answer, determine correctness and display correct answer and color right/wrong players, update leaderboards, x/? remaining, etc.

-disable eliminated players, set to grey

-pause between rounds

-set all green rectangles to blue, display new question, repeat until one incorrect or all mob eliminated

-determine and display final scores, pick new one, start new game

-repeat above until game is ended by server master, then game eliminates after that game