A Backgammon game server

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A stats server that keeps track of:
- Players
- All Games Started
- Players
- All Games Finished
  - Players, Start Time, Finish Time, # of Moves, Final Score
  - Optional: List of Moves
- All games in progress

Server reads tournament config, etc from files on startup (and possibly if commanded to re-read)

Server has 'tournaments'
- Tournament is an entity that collects statistics and has rules for when players can and cannot play in a match.
  - (some tournaments are more strict than others)
- A tournament can have a parent tournament. Stats are passed up so that (for example) a long-term collection of stats can be made at an upper level.

A client:
- Players use their client to sign-in (connect and authenticate)

  Once connected, players can signal their willingness to play and then the server will try to pair them up with others that are willing to play.

  After some time period (or a minimum number of matches (with other waiting players)) the players will be paired for this game, and once accepted, the game will start.

  A gameserver will track events during the game and will pass the outcome to the stats server. During this time, the client will interact with the gameserver.

  The server will record the game's outcome and stats. Then it will do any necessary updates to the ladder and ranking system.

Technologies To be Used:
- Server will be written in Java (probably)
- Client will be written in Java - possibly as applet

  Client will be available for download from a server (already setup) running apache.
  Player stats and ranking will be available through the web server as well.
Backgammon game code will be from Greg Mori's CMPT310 class.

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Server..
Client connect
   login (user, pass)
Client go to waiting list
   add to waiting list
   list others in waiting list
   player can set their (ready_any) flag
      if ready_any flag set for two players, they are matched and will be removed from the lists

Client disconnect
   from in waiting list
   remove from list
   from in game
      abort game...