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CS 3251-A

Design Change List

1. The protocol is based on UDP protocol.
2. Join Room Reply message in section 4.3
    Message payload format should be simply a list of sockaddr_in struct in c, to indicate who are in the chatroom.
3. User Connection Updates message in section 4.5
    Message payload format should be simply a list of sockaddr_in struct in c, to indicate who are in the chatroom.
4. Give Available Rooms message in section 4.6
    Message payload format should be a human readable text to indicate the available room number and how many peers are in each room.
5. Ping Reply message in section 5.5
    The reply message should be sent to whoever the peer receives ping request from.