GonzoNet – Technical Design Document

# Requirements

* Must have a receive callback that can be utilized by Login and CityServer, preferably also client.
* The callback must be decoupled from handlers, so that each server and client can implement its own set of packethandlers.
* Must have a PacketStream class with all functions needed for writing and reading packets. If you add a function, it will be available to all clients of the library.
* Must have its own sending function that can be utilized by Login and CityServer, preferably also client.
* Must support encryption (critical).
* Must support compression (not critical).

# Behavior

* GonzoNet will not log anything, in order to maximize speed. Instead, it will throw exceptions that clients can catch().