Santorini

typeOfMessage values meanings for messages between client and server.

From client to server:

0 – Server recives 3 gods list

1 – Single card selected by a player

2 – Workers positions at game start

3 – Starting and final worker position (Move)

4 – Worker ad destination coordinates for the build.

6 – Hephaestus special build

7- Atlas special build

10 – passTurn() command.

30 – Request to load a previous game.

Da server a client:

0 – Registration

3 – Connected players list

1 – Selected gods list

2 – God selected by a player

4 – Recive a player's worker starting position

5,6 – Recives the new board after a build/move

20 – Messaggio iniziale conferma connessione.

25 – Crash handler during god selection

30 – Players win condition.

40 – A player is stuck with both workers.

60 – Request to load a game.

65 – Recive previous game data

70 – Tells the player the game state after loading.

420 – Contains a list of players and their gods.