

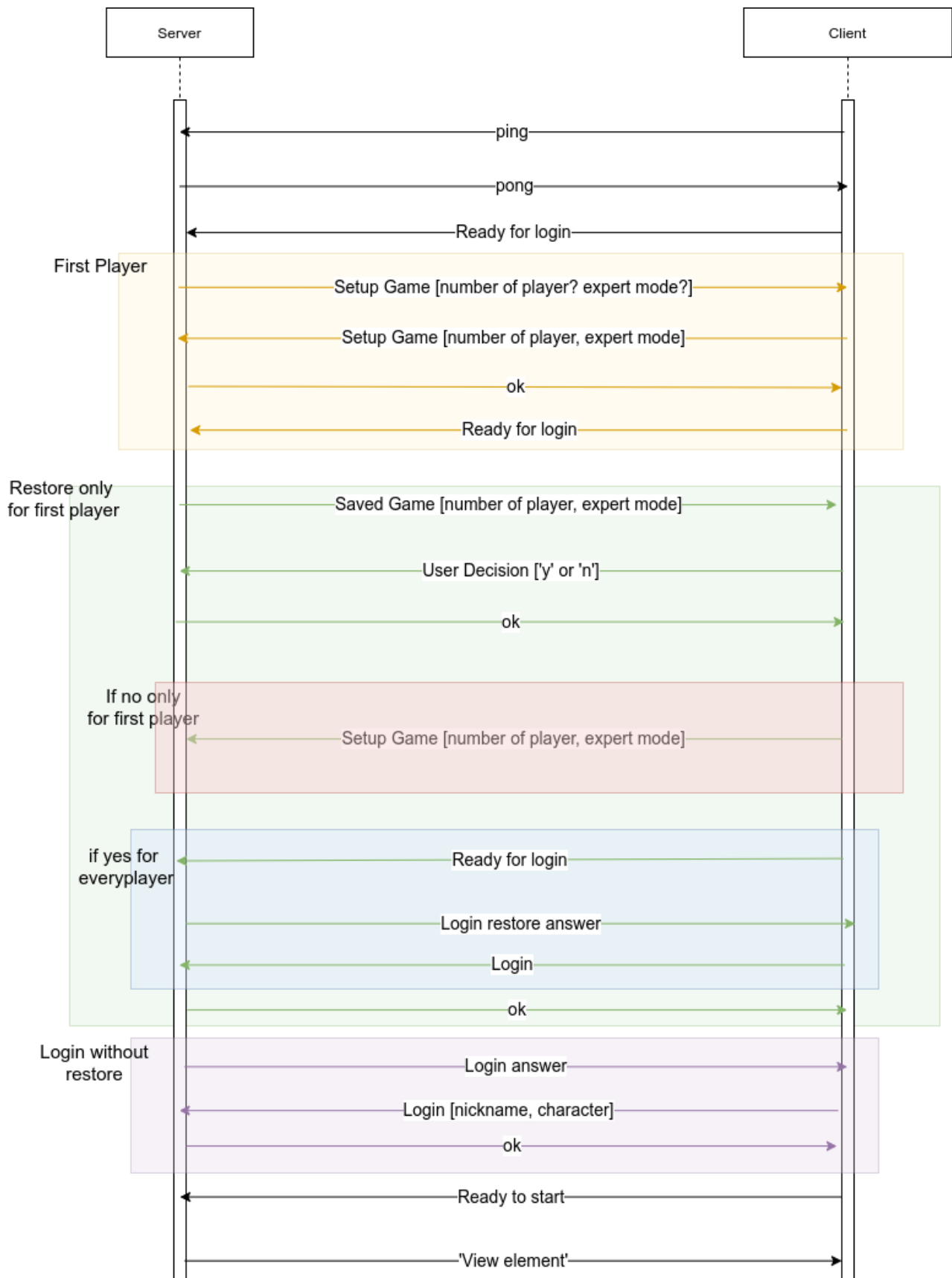
## **Communication Protocol**

We decided to use serialized messages for our communication protocol.

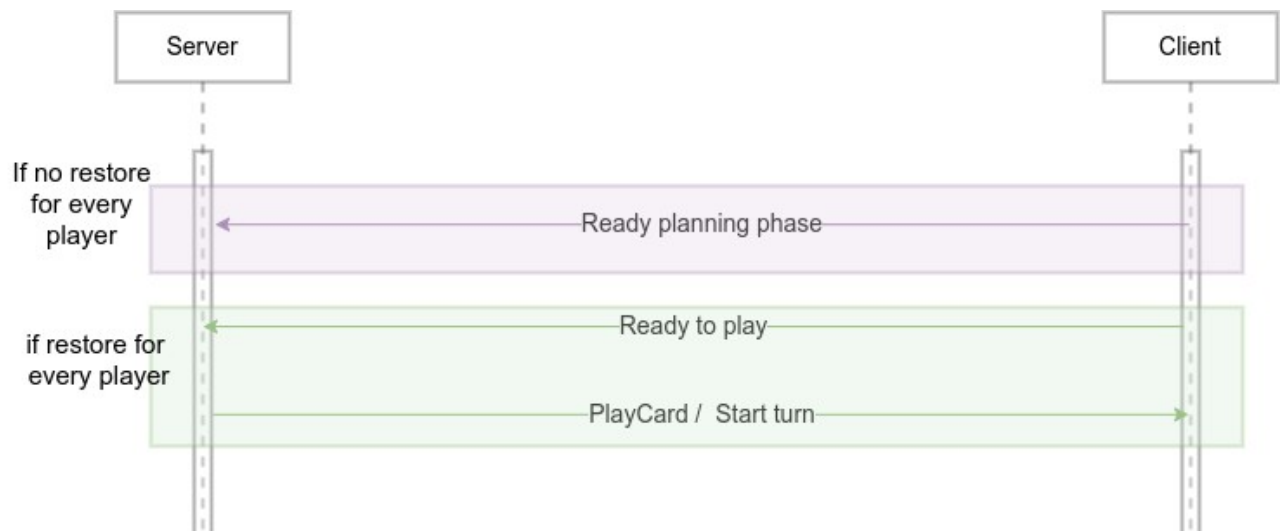
For security reasons, the server checks each messages arriving. In case of unexpected message from the client the server answers with an error answer.

# Communication Protocol

## Game Setup



## Communication Protocol

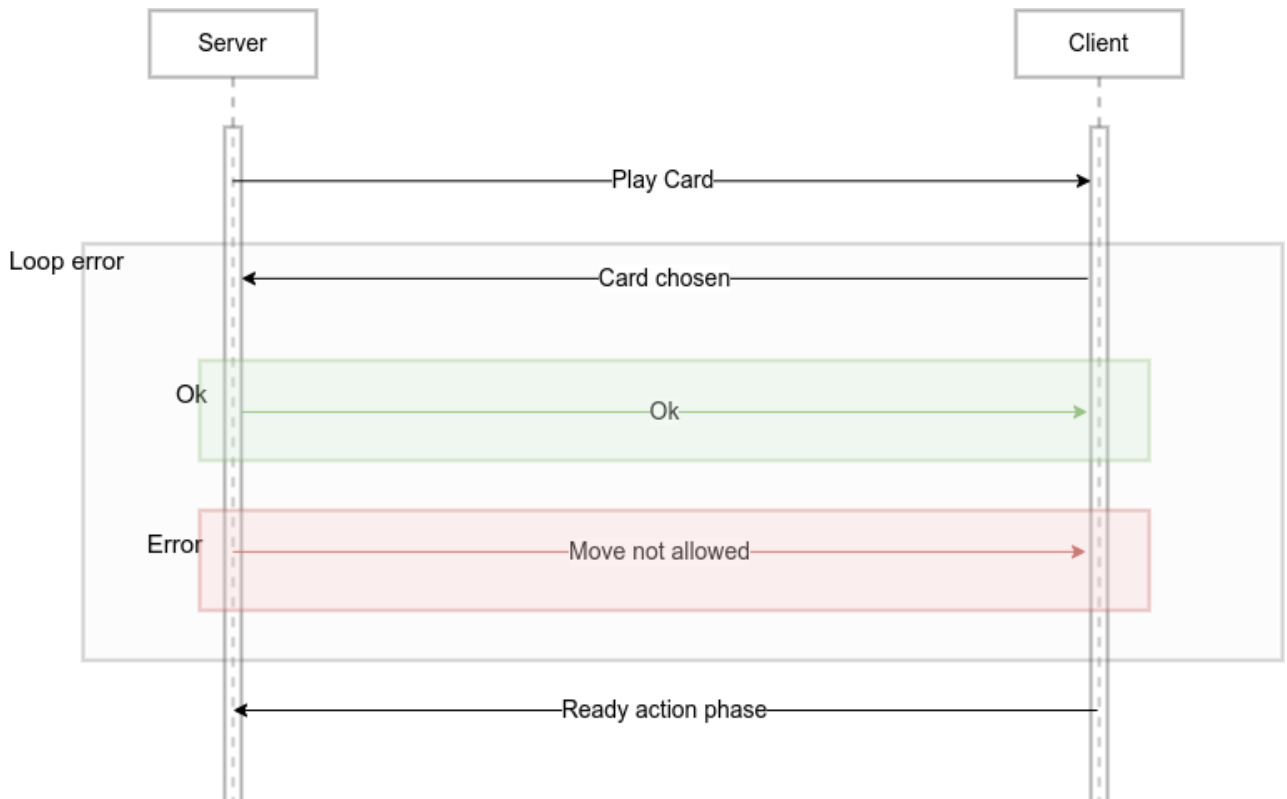


For each of the previous messages, the server replies with an error answer if it received an unexpected message (does that aren't written in the sequence diagram).

There different answers from server if the client connected is the first one or if there is a saved game that could be restored.

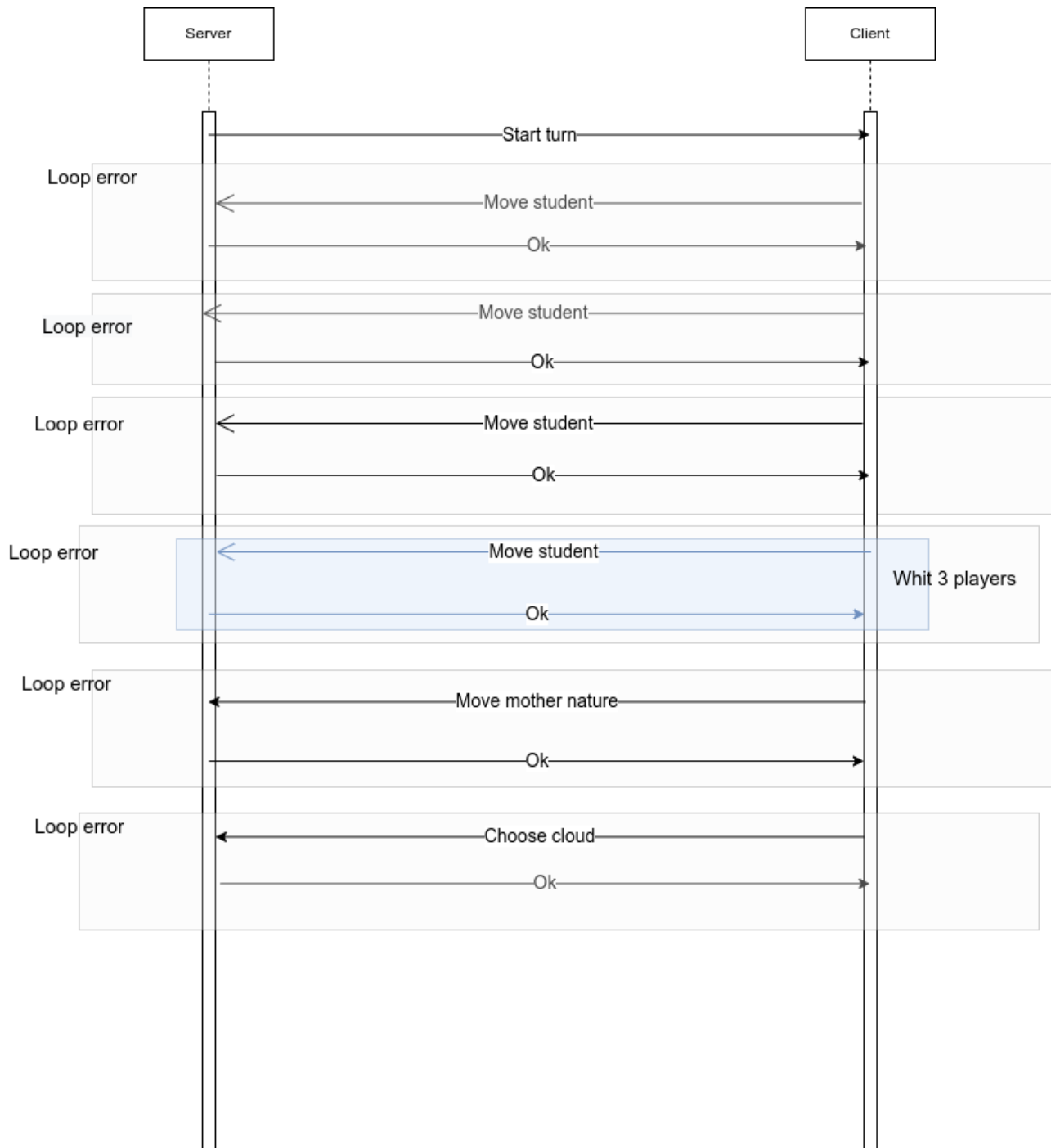
# Communication Protocol

## Planning Phase



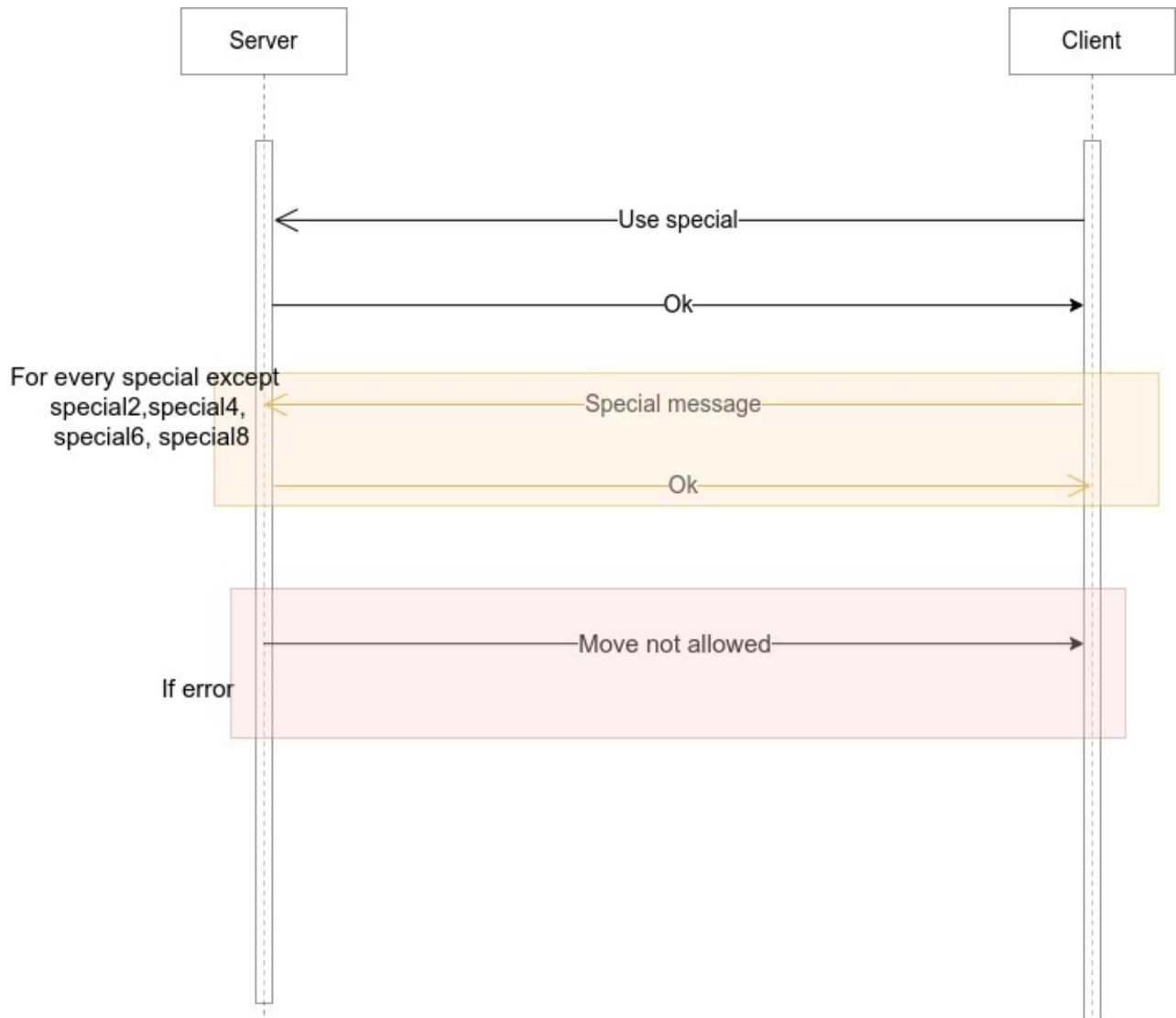
# Communication Protocol

## Action Phase



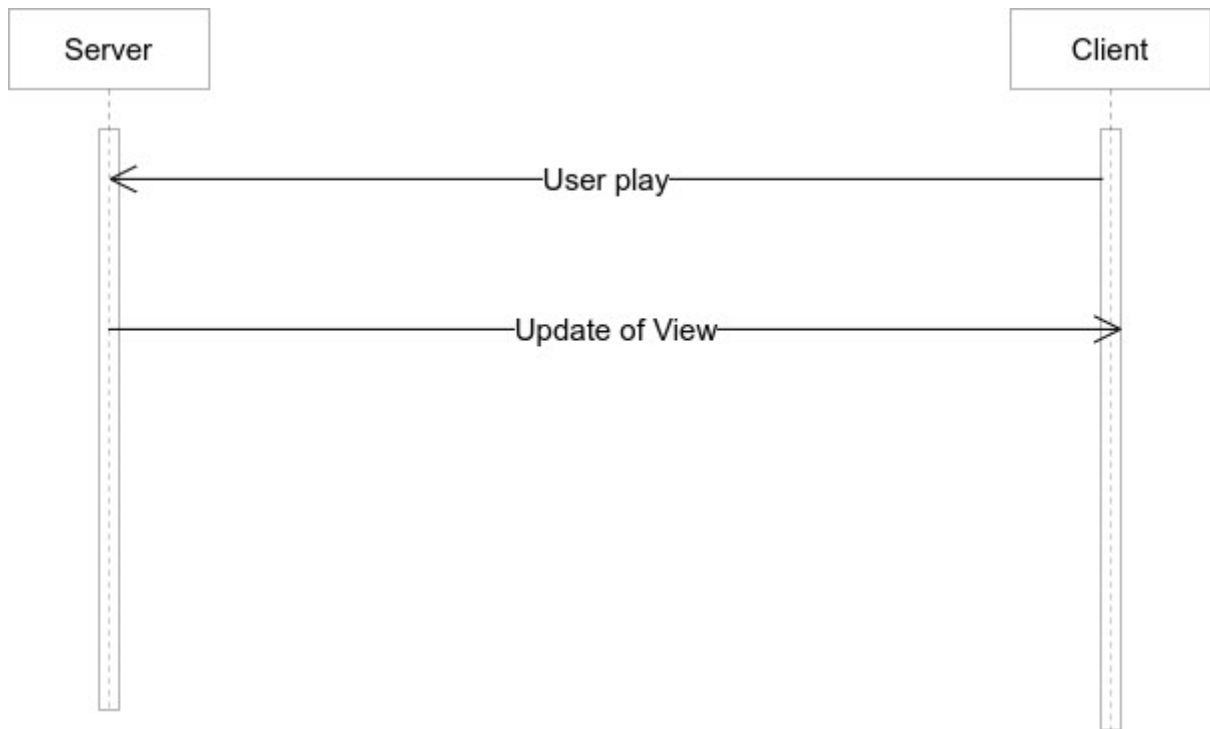
# Communication Protocol

## Special



## Communication Protocol

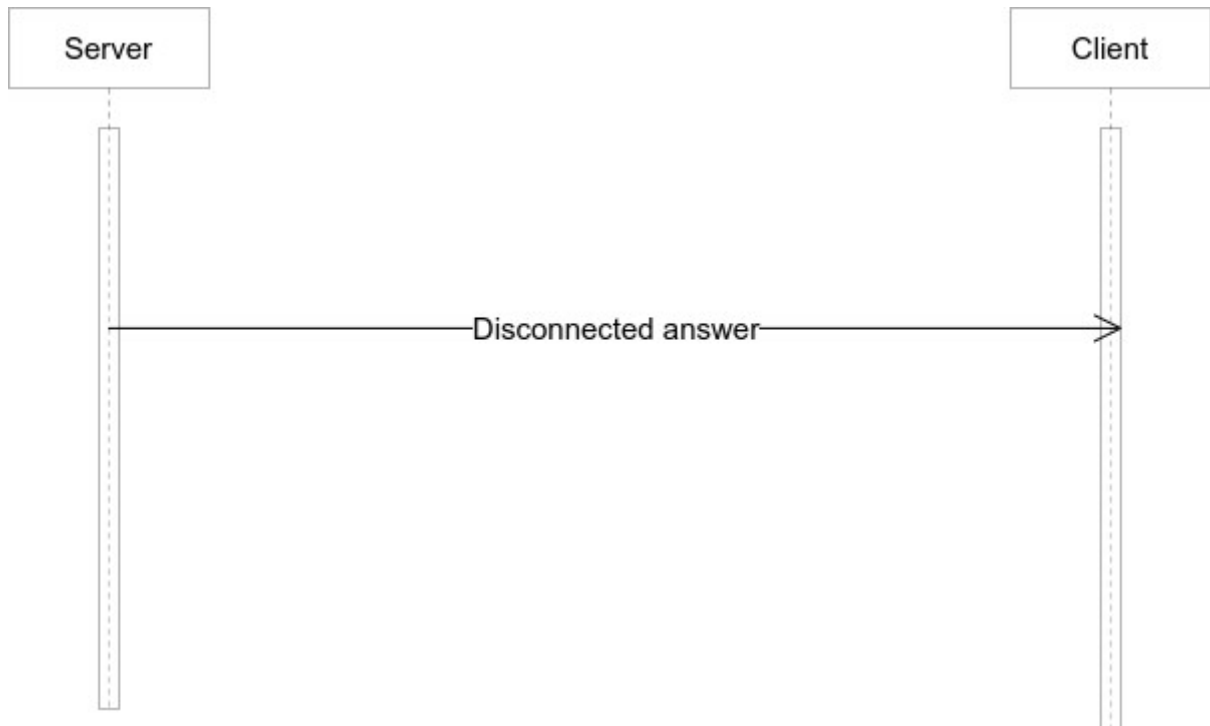
### View Update



For each action that modifies the game board, an answer containing the update is sent to all the clients.

## Communication Protocol

### Disconnected

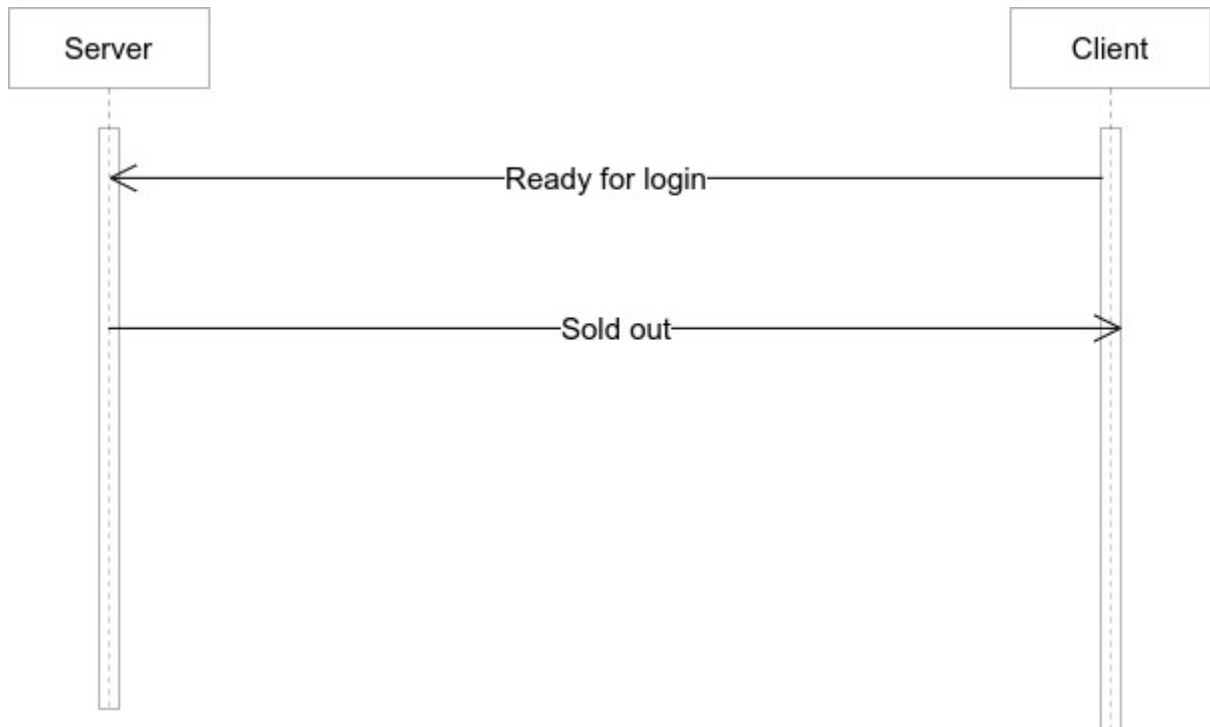


If a client disconnects from the server, the server sends a disconnected answer to all the other clients.



## Communication Protocol

### Sold out



If the game has already started and a client tries to connect, the server sends a sold out answer.