

B4 - Year-End Project

B-YEP-400

GUI Protocol

Client / Server communication protocole

EPITECH.



1. COMMANDS

X width or horizontal position Y height or vertical position Q resource 0 (food) quantity q1 resource 1 (linemate) quantity q2 resource 2 (deraumere) quantity q3 resource 3 (sibur) quantity q4 resource 4 (mendiane) quantity q5 resource 5 (phiras) quantity q6 resource 6 (thystame) quantity q7 resource 6 (thystame) quantity q8 resource 5 (phiras) quantity q9 resource 6 (thystame) quantity q9 resource 6 (thystame) quantity q1 resource 6 (thystame) quantity q2 resource 6 (thystame) quantity q3 resource 7 (mendiane) quantity q4 resource 8 (mendiane) quantity q5 resource 9 (phiras) quantity q6 resource 1 (linemate) quantity q7 mame of the team q8 message q9 resource number CLIENT DETAILS Total the tiles The total th	SYMBOL	MEANING		SYMBOL	MEANING
q2 resource 2 (deraumere) quantity q3 resource 3 (sibur) quantity N name of the team q4 resource 4 (mendiane) quantity q5 resource 5 (phiras) quantity q6 resource 6 (thystame) quantity i resource number SERVER CLIENT DETAILS msz X Y\n bct X Y q0 q1 q2 q3 q4 q5 q6\n bct X Y q0 q1 q2 q3 q4 q5 q6\n bct X Y q0 q1 q2 q3 q4 q5 q6\n bct X Y q0 q1 q2 q3 q4 q5 q6\n* nbr_tiles tna N\n* nbr_teams pnw #n X Y O L N\n ppo n X Y O\n ppo m X Y O\n plv #n\n player's position plv #n\n player's level	Υ	height or vertical position		0	orientation: 1(N), 2(E), 3(S), 4(W)
q3 resource 3 (sibur) quantity q4 resource 4 (mendiane) quantity q5 resource 5 (phiras) quantity q6 resource 6 (thystame) quantity i resource number CLIENT DETAILS Manage of the team R incantation result M message i resource number CLIENT DETAILS msz X Y\n bct X Y q Q q 1 q 2 q 3 q 4 q 5 q 6\n bct X Y q Q q 1 q 2 q 3 q 4 q 5 q 6\n bct X Y\n bct X Y q Q q 1 q 2 q 3 q 4 q 5 q 6\n n bct X Y\n bct X Y Q Q q 1 q 2 q 3 q 4 q 5 q 6\n n bct X Y\n bct X Y Q Q q 1 q 2 q 3 q 4 q 5 q 6\n n bct X Y\n bct X Y Q Q q 1 q 2 q 3 q 4 q 5 q 6\n n br_tiles tna N\n * nbr_teams pnw #n X Y Q L N\n ppo n X Y Q\n ppo #n\n ply #n\n player's position plv #n\n player's level	q1	resource 1 (linemate) quantity		е	
q4 resource 4 (mendiane) quantity q5 resource 5 (phiras) quantity q6 resource 6 (thystame) quantity i resource number CLIENT DETAILS M message i resource number CLIENT DETAILS msz X Y\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y\n content of a tile bct X Y qO q1 q2 q3 q4 q5 q6\n * nbr_tiles tna N\n * nbr_teams pnw #n X Y O L N\n ppo n X Y O\n plv n L\n R incantation result M message i resource number M map size content of a tile content of the map (all the tiles) tna\n name of all the teams connection of a new player ppo #n\n player's position plv #n\n player's level			У		
q5 resource 5 (phiras) quantity q6 resource 6 (thystame) quantity i resource number CLIENT DETAILS msz X Y\n bct X Y q0 q1 q2 q3 q4 q5 q6\n bct X Y q0 q1 q2 q3 q4 q5 q6\n bct X Y q0 q1 q2 q3 q4 q5 q6\n* nbr_tiles tna N\n* nbr_teams pnw #n X Y O L N\n ppo n X Y O\n plv n L\n M message resource number M message resource number msz\n bct X Y\n bct X Y\n content of a tile content of the map (all the tiles) tna\n name of all the teams connection of a new player player's position plv #n\n player's level		• • •			
msz X Y\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y QO q1 q2 Q3 Q4 Q5 q6\n* nbr_tiles tna N\n* nbr_teams pnw #n X Y O L N\n ppo n X Y O\n plv n L\n CLIENT DETAILS msz\n map size content of a tile content of the map (all the tiles) name of all the teams connection of a new player ppo #n\n player's position plv #n\n player's level			1		
SERVERCLIENTDETAILSmsz X Y\nmsz\nmap sizebct X Y q0 q1 q2 q3 q4 q5 q6\nbct X Y\ncontent of a tilebct X Y q0 q1 q2 q3 q4 q5 q6\n * nbr_tilesmct\ncontent of the map (all the tiles)tna N\n * nbr_teamstna\nname of all the teamspnw #n X Y O L N\nconnection of a new playerppo n X Y O\nppo #n\nplayer's positionplv n L\nplayer's level				_	•
msz X Y\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y qO q1 q2 q3 q4 q5 q6\n* nbr_tiles tna N\n* nbr_teams pnw #n X Y O L N\n ppo n X Y O\n plv n L\n msz\n map size bct X Y\n content of a tile content of the map (all the tiles) name of all the teams connection of a new player player's position player's level	q6	resource 6 (thystame) quantity		İ	resource number
bct X Y qO q1 q2 q3 q4 q5 q6\n bct X Y\n content of a tile bct X Y qO q1 q2 q3 q4 q5 q6\n * nbr_tiles tna N\n * nbr_teams tna\n x Y O L N\n ppo n X Y O\n plv n L\n bct X Y\n content of a tile content of the map (all the tiles) name of all the teams connection of a new player player's position player's level	SERVER		CLIENT	DETAILS	
pex n\n pbc n M\n pbc n M\n pic X Y L n n\n pie X Y R\n pie X Y R\n pfk n\n pfk n\n pgt n i\n pdi n\n enw e n X Y\n ebo e\n edi e\n edi e\n expulsion broadcast start of an incantation (by the first player) end of an incantation egg laying by the player resource dropping resource collecting death of a player an egg was laid by a player player connection for an egg death of an egg	msz X Y\n bct X Y q0 bct X Y q0 tna N\n * n pnw #n X Y ppo n X Y Q plv n L\n pin n X Y q pex n\n pbc n M\n pic X Y L n pie X Y R\n pfk n\n pdr n i\n pdr n i\n pdi n\n enw e n X Y ebo e\n edi e\n	q1 q2 q3 q4 q5 q6\n * nbr_tiles br_teams Y O L N\n D\n O q1 q2 q3 q4 q5 q6\n n\n	msz\n bct X Y\n mct\n tna\n ppo #n\n plv #n\n pin #n\n	map size content of a content of the name of all the connection of player's posit player's level player's inver- expulsion broadcast start of an ince end of an ince end of an ince egg laying by resource drop resource colle death of a pla an egg was la player connect death of an e	he map (all the tiles) he teams of a new player ion htory cantation (by the first player) cantation the player pping ecting ayer aid by a player ection for an egg
sgt T∖n sgt∖n time unit request sst T∖n time unit modification	_		•		
sst T\n sst T\n time unit modification end of game	-		SSUIN		
smg M\n message from the server	_			_	
suc\n unknown command	_			_	
sbp\n command parameter					