Secret Hitler

Models and Socket.IO-Events

Contents

[Models 2](#_Toc515351148)

[Socket.IO-Events 3](#_Toc515351149)

[Server 🡪 Client 3](#_Toc515351150)

[Client 🡪 Server 4](#_Toc515351151)

# Models

Player {

id: int,

name: string

}

Lobby {

id: int,

players: Player[]

}

Role {

id: int,

name: string,

imageUrl: string

}

GameInfo {

role: Role,

allies: int[],

hitler: int

}

# Socket.IO-Events

## Server 🡪 Client

|  |  |  |
| --- | --- | --- |
| **Event** | **Parameter (Data)** | **Remarks** |
| lobby-created | Lobby | Is a response to a create-lobby request |
| lobbies | Lobby[] | Currently open lobbies which the client can join |
| player-joined | Player | Informs all other players that a new player joined the lobby |
| game-started | GameInfo | Tells the client that the game has started and all necessary information |
| president-set | player\_id: int | Tells the client to set the given player as president |
| chancellor-set | player\_id: int | Tells the client to set the given player as chancellor |
| player-finished-voting | player\_id: int | Tells all clients that a player has set his vote. |
| vote-finished | votes: Map< player\_id: int -> vote: bool> | Informs the clients about the result of the vote. |
| policy-revealed | policy: bool | Reveals a policy – true=liberal, false=fascist |
| chancellor-hitler | isHitler: bool | Tells the client whether Hitler is chancellor (and there are 3 or more fascist policies enacted) and the fascist have won. (with 2 or less fascist policies enacted, it will always return false) |
| president-choosing | -- | Tells other players that the president is currently choosing policies |
| chancellor-choosing | -- | Tells other players that the chancellor is currently choosing policies |
| policies-drawn | policies: bool[] | Tells the president or the chancellor which policies he drew. (true=liberal, false=fascist) |
| liberals-won | -- | Informs the client that the liberals won the game |
| fascists-won | -- | Informs the client that the fascists won the game |
| player-killed | player\_id: int | Tells clients that a player has been killed (through presidental special power) |
| player-investigated | membership: bool | Tells the presdent which membership the chosen player has |
| president-investigated | player\_id: int | Tells the other players that the president investigated the party membership of the given player |

## Client 🡪 Server

|  |  |  |
| --- | --- | --- |
| **Event** | **Parameter (Data)** | **Remarks** |
| set-name | name: string | After connecting, the clients sends this to the server to tell the server which name to display for this client |
| create-lobby | name: string | Is sent when a client wants to create a new lobby |
| get-lobbies | -- | Requests all open lobbies |
| join-lobby | lobby\_id: int | Makes a client join the specified lobby |
| start-game | -- | Starts the game with the players of the current lobby |
| choose-chancellor | player\_id: int | Is sent by the president to select the given player as chancellor |
| vote | vote: bool | Informs the server what the player voted |
| discard-policy | policy: bool | Discards one of the current policies |
| kill-player | player\_id: int | Tells the server which player has been selected to be killed through a presidential special power |
| investigate-player | player\_id: int | Tells the server which player has been selected to be investigated |
| pick-next-president | player\_id: int | Tells the server which player has been selected to be selected as next president |