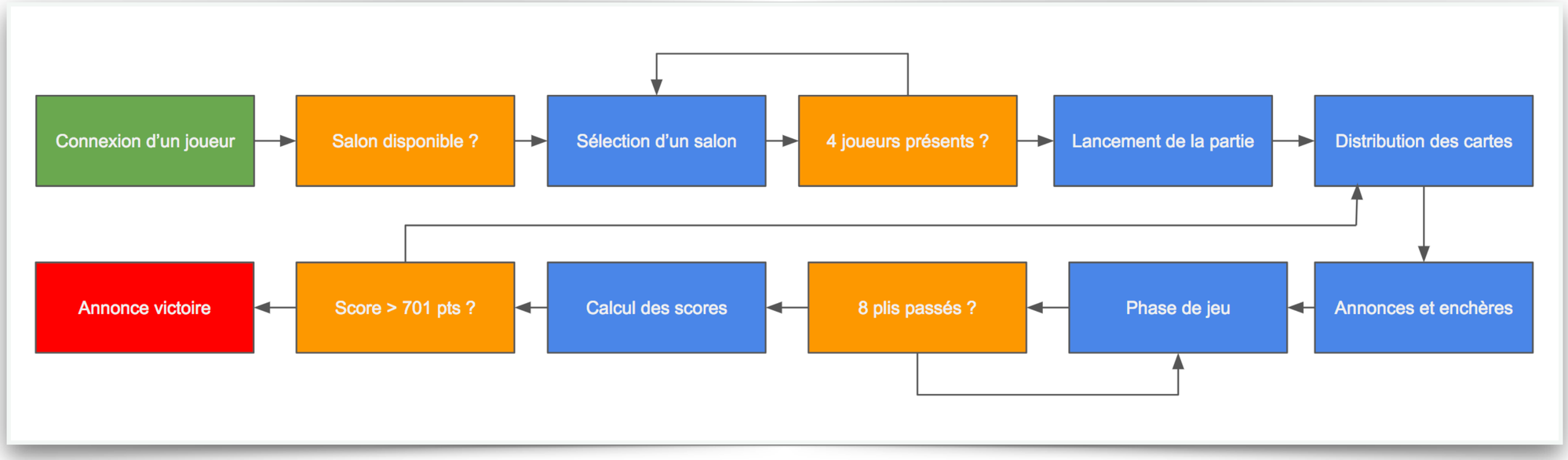
JCOINCHE

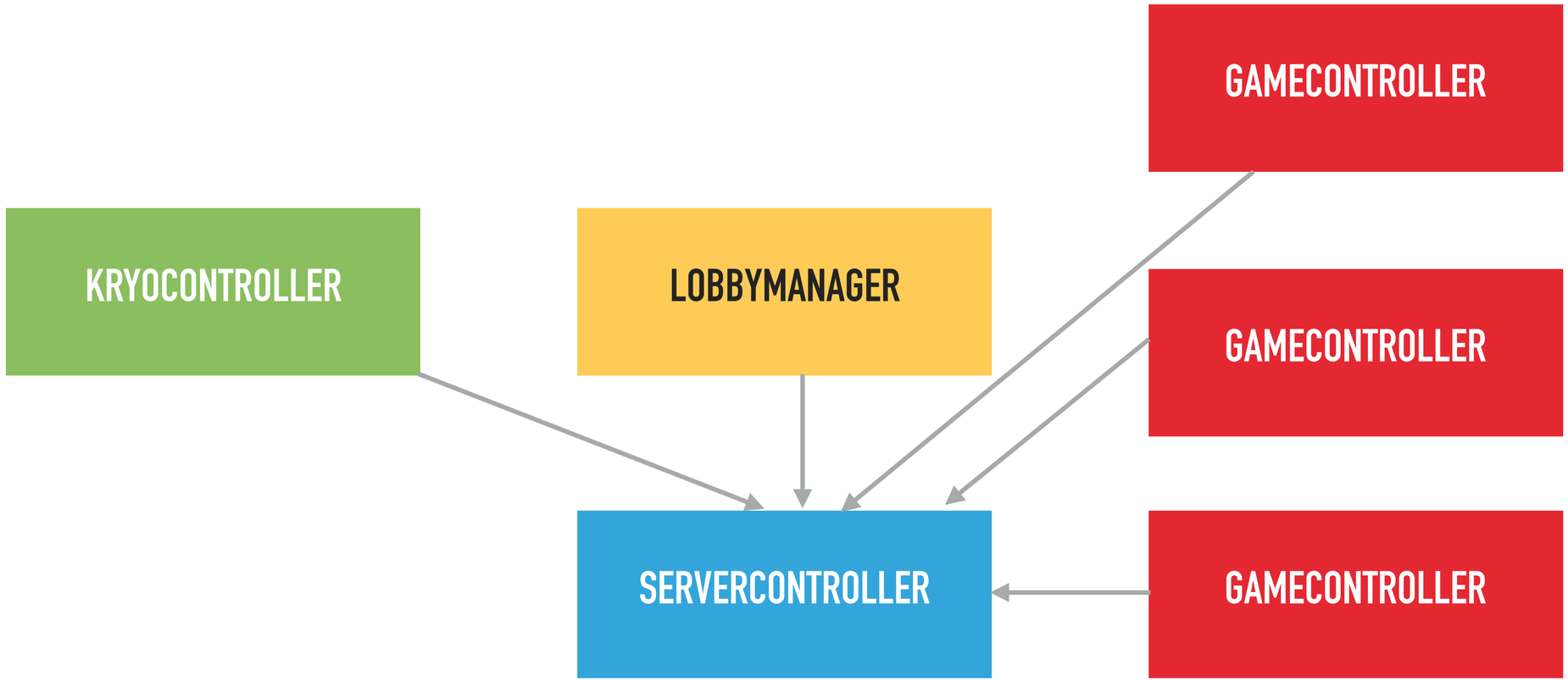
FONCTIONNEMENT GLOBAL

DÉROULÉ D'UNE PARTIE

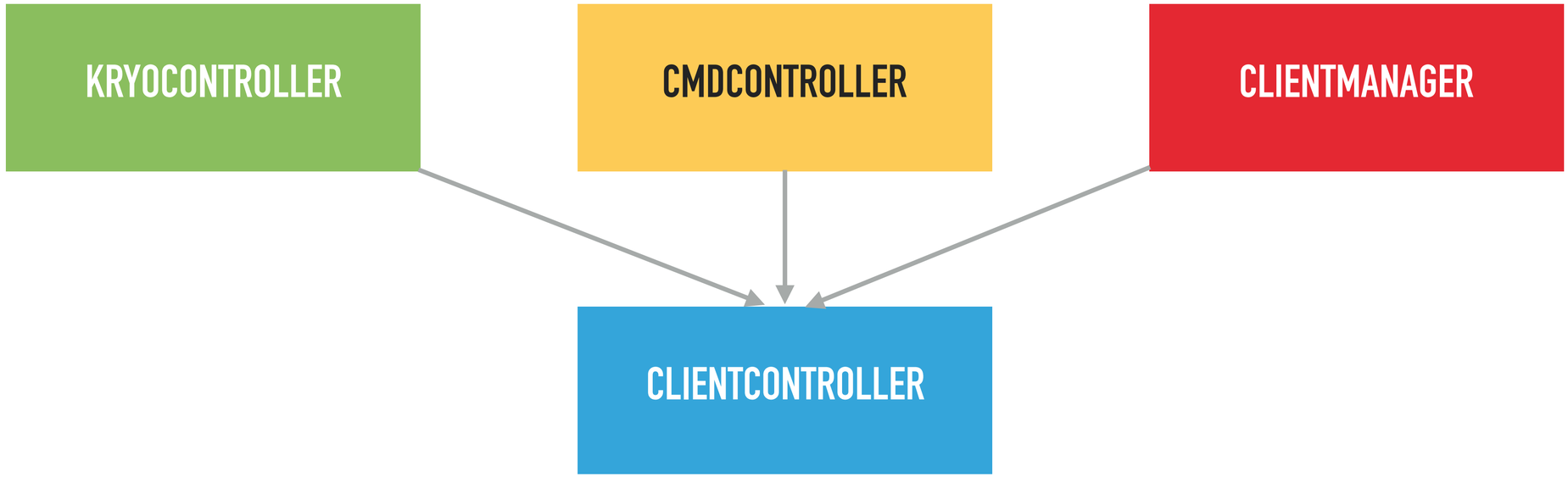


ARCHITECTURE

SERVER


GAMECONTROLLER
KRYOCONTROLLER
LOBBYMANAGER
GAMECONTROLLER
SERVERCONTROLLER
GAMECONTROLLER

CLIENT


KRYOCONTROLLER
CMDCONTROLLER
CLIENTMANAGER
CLIENTCONTROLLER

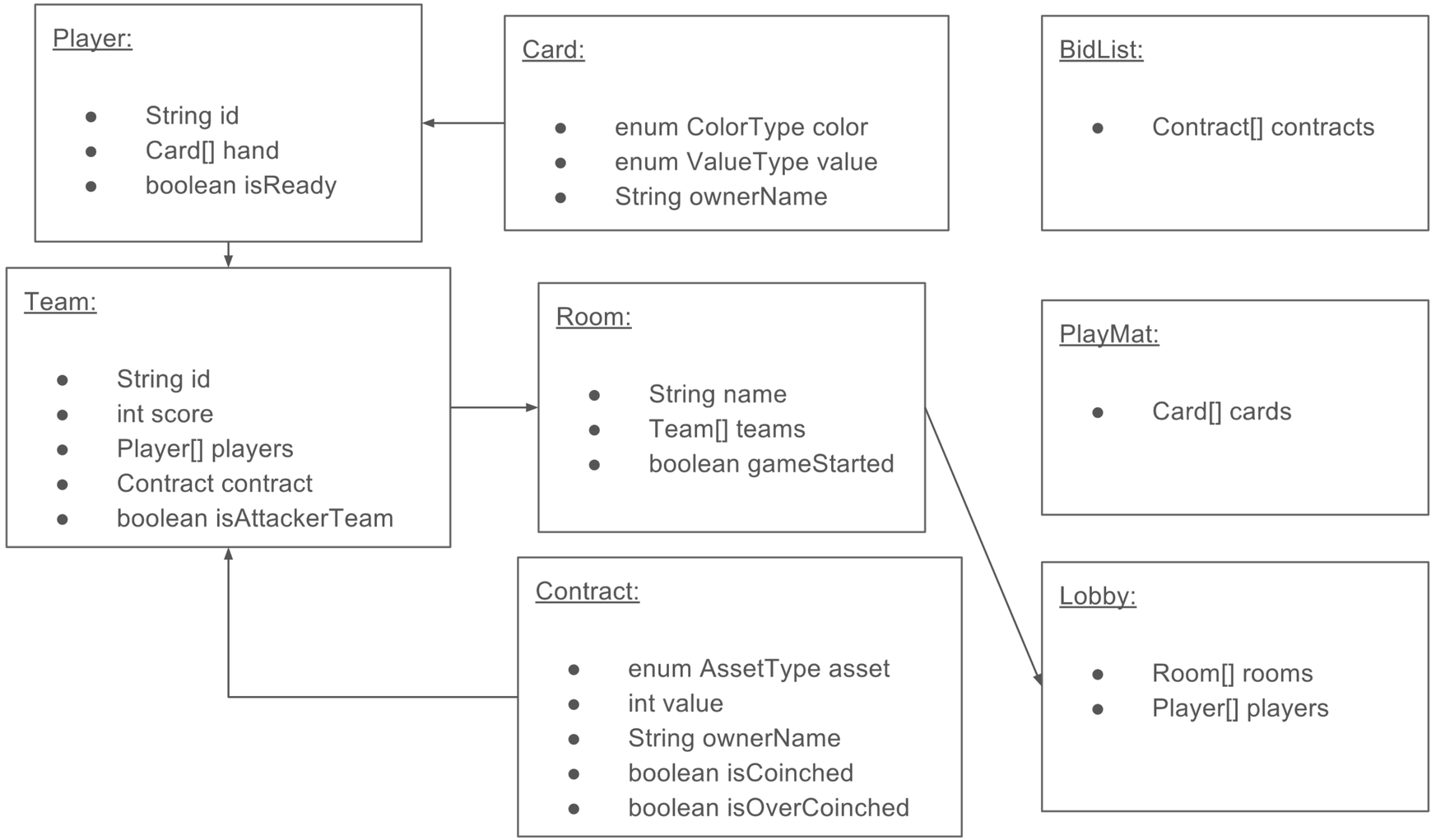
RFC

MODÈLE DE REQUÊTE GÉNÉRIQUE

Request:

- int requestId
- Object packet

MODÈLES DE REQUÊTE



PROTOCOLE SERVER GLOBAL (1)

- 500 + String(nickName) - A new client joined a room
- 501 + String(nickName) - A client leave a room
- 502 + String(nickName) - A client is ready to play
- 503 + Integer(nbrReady) - Still waiting for xxx/4 players display
- 504 + null - Launch the game
- 505 + Contract(bid) - Contract placed display
- 506 + String(nickName) - It’s the turn to xxx to play bid display
- 507 + null - Redraw after wrong bid phase
- 508 + Team(attackerTeam) - Bid phase end
- 509 + String(nickName) - It’s the turn to xxx to play game display

PROTOCOLE SERVER GLOBAL (2)

- 510 + Card(cardPlaced) - Card placed display
- 511 + ArrayList<Team>(teams) - End of game round display
- 512 + ArrayList<Team>(teams) - End of game set display
- 513 + Team(winnerTeam) - End of game display
- 514 + Boolean(isCoinched) - Contract coinched display

PROTOCOLE SERVER (1)

- 100 + null - Notify the client that he’s connected
- 101 + Lobby(lobby) - Welcome message display and Rooms / Players online display
- 102 + Lobby(lobby) - Room creation confirmation. Allow the display of all rooms
- 103 + Room(curRoom) - Client logging in room confirmation. Room content display
- 104 + Room(exRoom) - Client logout of the room confirmation
- 105 + Lobby(lobby) - Return Room list for display
- 106 + Room(room) - Return Room content for display
- 107 + ArrayList<Card>(hand) - Return the player’s hand for display
- 108 + ArrayList<Contract>(bidList) - New bid turn for the client. Return the bidList for display
- 109 + ArrayList<Card>(hand) - Notify the client of the start of the game phase and return his hand

PROTOCOLE SERVER (2)

- 110 + ArrayList<Card>(playMat) - Notify client that it’s his game turn and return the current play mat
- 111 + null - Notify players that the defendant team leader is thinking about coinching the actual contract
- 112 + null - Notify the defendant team leader that is can coinche the actual contract

PROTOCOLE CLIENT (1)

- 200 + String(nickName) - Send the client nickName to the server
- 201 + String(roomName) - Send the room creation order to the server
- 202 + String(roomName) - Send the room connexion order to the server
- 203 + null - Send the room disconnection order to the server
- 204 + null - Send the room listing order to the server
- 205 + String(roomName) - Send the room description order to the server
- 206 + String(nickName) - Send the player is ready order to the server
- 207 + Contract(bid) - Send the player bid placing order to the server
- 208 + null - Send the player is ready for game phase order to the server
- 209 + Card(playedCard) - Send the card adding into play mat order to the server
- 210 + Boolean(isConnected) - Send the coinche order to the server

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