

1. Connect Message

- **Purpose:** Indicates a player has connected to the server.
- **Format:** "Connect, username"
- **Example:** "Connect, Player1"

2. Game Message

- **Purpose:** Communicates the coordinates of the snake's head to synchronize the game state between clients.
- **Format:** "Game, username, x, y"
- **Example:** "Game, Player1, 10, 15"

3. Message

- **Purpose:** Handles chat messages between players.
- **Format:** "Message, username, message"
- **Example:** "Message, Player1, Hello"
- **Example:** "Message, Player2, hi"

4. System Message

- **Purpose:** Manages system commands and game state changes like starting the game, spawning food, or ending the game.
- **Format:** "System, username, command, arg1, arg2"
- **Commands:**
 - **sentUsername:** "System, username, sentUsername, null, null"
 - **startGame:** "System, username, startGame, null, null"
 - **spawnFood:** "System, null, spawnFood, x, y"
 - **foodEaten:** "System, null, foodEaten, x, y"
 - **clearMap:** "System, null, clearMap, null, null"
 - **stopGame:** "System, username, stopGame, null, null"
 - **stopTime:** "System, username, stopTime, null, null"
- **Example:**
 - Sent username: "System, Player2, sentUsername, null, null"
 - Spawn food: "System, null, spawnFood, 5, 10"

5. Difficulty Message

- **Purpose:** Sets the game difficulty.
- **Format:** "diff, mapFile"
- **Example:** "diff, Map - Easy.csv"

6. Theme Message

- **Purpose:** Sets the game theme.
- **Format:** "theme, themeNumber"
- **Example:** "theme, 1"

Example Use Case

When a player joins the server and selects a theme and difficulty:

1. **Player connects:** "Connect, Player2"
2. **Player sends username:** "System, Player2, sentUsername, null, null"
3. **Host sets difficulty:** "diff, Map - Easy.csv"
4. **Host sets theme:** "theme, 1"
5. **Game starts:** "System, Player1, startGame, null, null"

During the game:

1. **Player1 moves:** "Game, Player1, 12, 14"
2. **Player2 eats food:** "System, null, foodEaten, 5, 10"
3. **Spawn new food:** "System, null, spawnFood, 8, 20"
4. **Message sent:** "Message, Player1, I am so good"