GGP Base new log system:

**LEGEND:**

Folder

*File*

**FOLDER STRUCTURE:**

logs

* *General.log* (contains all logs that do not correspond to a specific player or to a specific match)
* PLAYER\_ID1 (contains all log files for the player “PLAYER\_ID1”)
  + *GamePlayer.log* (contains all log messages for the player “PLAYER\_ID1” that do not correspond to any match played by it (NOTE: it contains all log messages, not only the ones with type “GamePlayer”))
  + MATCH\_ID1 (contains all log files of the player “PLAYER\_ID1” for the match “MATCH\_ID1”)
    - Match.log (contains all log messages that do not have a specific type associated)
    - *GamePlayer.log* (contains all log messages of type “GamePlayer”, i.e. all log messages referring to the execution of this particular match by the Game Player (network messages received/sent, messages that keep track of the execution of the phases of the match and of the errors occurred while playing.)
    - *StateMachine.log* (contains all log messages of type “StateMachine”, i.e. all log messages referring to the usage of the State Machine by the Game Player during this Match)
  + MATCH\_ID2
    - *Match.log*
    - *GamePlayer.log*
    - *StateMachine.log*
* PLAYER\_ID1
  + *GamePlayer.log*
  + MATCH\_ID1
    - *Match.log*
    - *GamePlayer.log*
    - *StateMachine.log*
  + MATCH\_ID2
    - *Match.log*
    - *GamePlayer.log*
    - *StateMachine.log*