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# Server – Game Engine

## Server Session Inform (Server to Game Engine)

|  |
| --- |
| {  "Type": "Session Inform",  "Username": "user",  "SessionNumber": 123,  "Source": "Server"  } |

## Game Inform (Game Engine to Server)

|  |
| --- |
| {  "Type": "Game Inform",  "Ip": "127.0.0.1",  "Port": 6500,  "GameInfo": {  "Title": "Game 1",  "Network": {  "IP Address": "127.0.0.1",  "URL": "localhost",  "Port": 6500,  "Communication": "HTTP",  },  "Parameters": {  "Minimum Players": 2,  "Maximum Players": 8,  "Current Players": 4  },  },  "Source": "Game Engine"  } |

## Success (Game Engine to Server)

|  |
| --- |
| {  "Type": "Success",  "Command": "request type",  " Message ": "",  "Source": "Game Engine"  } |

## Error (Game Engine to Server)

|  |
| --- |
| {  "Type": "Error",  "Command": "Chat",  "Message": "",  "Source": "Game Engine"  } |

## Success (Server to Game Engine)

|  |
| --- |
| {  "Type": "Success",  "Command": "request type",  " Message ": "",  "Source": "Server"  } |

## Error (Server to Game Engine)

|  |
| --- |
| {  "Type": "Error",  "Command": "Chat",  "Message": "",  "Source": "Server"  } |

# Client – Game Engine

## Game Session Request (Client to Game Engine)

|  |
| --- |
| {  "Type": "Game Session Request",  "Username": "user",  "SessionNumber": 123,  "Source": "Client"  } |

## Game Session (Game Engine to Client)

|  |
| --- |
| {  "Type": "Game Session",  "SessionNumber": 123,  "PlayerName": "player",  "Player": {  "Name": "player",  "History": []  },  "Source": "Game Engine"  } |

## Game Chat Message (Client to Game Engine | Game Engine to Clients)

|  |
| --- |
| {  "Type": "Game Chat",  "SessionNumber": 123,  "PlayerName": "player",  "Message": "user message",  "Status": "active",  "Source": "Client"  } |

## Get Game Chat Message (Client to Game Engine)

|  |
| --- |
| {  "Type": "Get Game Chat",  "SessionNumber": 123,  "PlayerName": "player",  "Source": "Client"  } |

## Get Game Update (Client to Game Engine)

|  |
| --- |
| {  "Type": "Get Game Update",  "SessionNumber": 123,  "PlayerName": "player",  "Source": "Client"  } |

## Game Update (Game Engine to Client)

|  |
| --- |
| "Game Update":{  "SessionNumber": 123,  "PlayerName": "player",  "Update": {},  "Source": "Game Engine"  } |

## Game Command (Client to Game Engine)

|  |
| --- |
| {  "Type": "Game Command",  "SessionNumber": 123,  "PlayerName": "player",  "Command": {},  "Source": "Client"  } |

## Terminate Game (Client to Game Engine)

|  |
| --- |
| {  "Type": "Terminate Game",  "SessionNumber": 123,  "PlayerName": "player",  "Source": "Client"  } |

## Success (Game Engine to Client and Server)

|  |
| --- |
| {  "SessionNumber": 123,  "PlayerName": "player",  "Type": "Success",  "Command": "request type",  " Message ": "",  "Source": "Game Engine"  } |

## Fail (Game Engine to Client and Server)

|  |
| --- |
| {  "SessionNumber": 123,  "PlayerName": "player",  "Type": "Fail",  "Command": "request type",  " Message ": "",  "Source": "Game Engine"  } |

## Error (Game Engine to Client and Server)

|  |
| --- |
| {  "SessionNumber": 123,  "PlayerName": "player",  "Type": "Error",  "Command": "Chat",  "Message": "",  "Source": "Game Engine"  } |

# Client – Server

## Server Session Request (Client to Server)

|  |
| --- |
| {  "Type": "Server Session Request",  "Username": "user",  "Password": "password hash",  "Source": "Client"  } |

## Server Session (Server to Client)

|  |
| --- |
| {  "Type": "Server Session",  "SessionNumber": 123,  "Username": "user",  "Source": "Server"  } |

## Server Chat Message (Client to Server | Server to Clients)

|  |
| --- |
| {  "Type": "Server Chat",  "SessionNumber": 123,  "Username": "user",  "Message": "user message",  "Status": "active",  "Source": "Client"  } |

## Get Server Chat Message (Client to Server)

|  |
| --- |
| {  "Type": "Get Server Chat",  "SessionNumber": 123,  "Username": "user",  "Source": "Client"  } |

## Get Game List (Client to Server)

|  |
| --- |
| {  "Type": "Get Game List",  "SessionNumber": 123,  "Username": "user",  "Platform": "iPhone",  "Features": [],  "Source": "Client"  } |

## Game List (Server to Client)

|  |
| --- |
| {  "Type": "Game List ",  "SessionNumber": 123,  "Username": "user",  "Games":[  "Game": “Game 1”,  "Game": “Game 2”,  "Game": “Game 3”,  "Game": “Game 4”  ] ,  "Source": "Server"  } |

## Terminate Session (Client to Server)

|  |
| --- |
| {  "Type": "Terminate Session",  "SessionNumber": 123,  "Username": "user",  "Source": "Client"  } |

## Success (Server to Client and Game Engine)

|  |
| --- |
| {  "Type": "Success",  "SessionNumber": 123,  "Username": "user",  "Command": "request type",  " Message ": "",  "Source": "Server"  } |

## Fail (Server to Client and Game Engine)

|  |
| --- |
| {  "Type": "Fail",  "SessionNumber": 123,  "Username": "user",  "Command": "request type",  " Message ": "",  "Source": "Server"  } |

## Error (Server to Client and Game Engine)

|  |
| --- |
| {  "Type": "Error",  "SessionNumber": 123,  "Username": "user",  "Command": "Chat",  "Message": "",  "Source": "Server"  } |