# JSON Messages

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

|  |
| --- |
| {  "Type": "Chat",  "Username": "user",  "Message": "user message",  "Status": "active",  "Session": 123  } |

## Server Session Request (Client to Server)

|  |
| --- |
| {  "Type": "Server Session Request",  "Username": "user",  "Password": "password hash",  "Session": 123  } |

## Server Session Inform (Server to Game Engine)

|  |
| --- |
| {  "Type": "Server Session Inform",  "Username": "user",  "IP Address": "127.0.0.1",  "Session": 123  } |

## Game Session Request (Client to Game Engine)

|  |
| --- |
| {  "Type": "Game Session Request",  "Username": "user",  "IP Address": "127.0.0.1",  "Session": 123,  "Player Name": "player"  } |

## Game Session Response (Game Engine to Client)

|  |
| --- |
| {  "Type": "Game Session Response",  “Player”: {  “Name”: “player”,  “History”: []  }  } |

## Game List Request (Client to Server)

|  |
| --- |
| {  "Type": "Game List Request",  "Session": 123,  "Device": "iPhone",  "Client Type": []  } |

## Game List Response (Server to Client)

|  |
| --- |
| {  "Type": "Game List Response",  "Games":[  "Game": “Game 1”,  "Game": “Game 2”,  "Game": “Game 3”,  "Game": “Game 4”  ]  } |

## Game Inform (Game Engine to Server)

|  |
| --- |
| {  "Type": "Game Inform",  "Session": 123,  "Title": "Game 1",  "Network": {  "IP Address": "127.0.0.1",  "URL": "localhost",  "Communication": "HTTP",  "Client Type": [ ]  },  "Parameters": {  "Minimum Players": 2,  "Maximum Players": 8,  "Current Players": 4  }  } |

## Game Update Request (Client to Game Engine)

|  |
| --- |
| {  "Type": "Game Update Request",  "Session": 123,  "Player Name": "player"  } |

## Game Update Response(Game Engine to Client)

|  |
| --- |
| "Game Update Response":{  "Update": {}  } |

## Game Command (Client to Game Engine)

|  |
| --- |
| {  "Type": "Game Command",  "Session": 123,  "Player Name": "player",  "Command": {}  } |

## Terminate Game (Client to Game Engine | Game Engine to Client)

|  |
| --- |
| {  "Type": "Terminate Game",  "Session": 123,  "Player Name": "player"  } |

## Terminate Session (Client to Server | Server to Client)

|  |
| --- |
| {  "Type": "Terminate Session",  "Session": 123  } |

## Fail (Server to Client and Game Engine | Game Engine to Client and Server)

|  |
| --- |
| {  "Session": 123,  "Player Name": "player",  "Type": "Fail",  "Message": "request type",  "Detail": ""  } |

## Success (Server to Client and Game Engine | Game Engine to Client and Server)

|  |
| --- |
| {  "Session": 123,  "Player Name": "player",  "Type": "Success",  "Message": "request type",  "Detail": ""  } |

## Error (Server to Client and Game Engine | Game Engine to Client and Server)

|  |
| --- |
| {  "Session": 123,  "Player Name": "player",  "Type": "Error",  "Message": "Chat",  "Detail": ""  } |