Deny and Conquer Protocol

Messages between client and server are strings parsed by spaces, with form:

**<token> <param1> <param2> … <paramN>**

The first word is always the token, followed by parameters with spaces in between each.

# Client-to-server Messages:

The following messages are sent from the client to the server.

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| CanDraw This message is sent to the server to check if a square on the board can be drawn on, with format:  **CanDraw <clientID> <x-coordinate> <y-coordinate>**  The server then returns a string that contains either:  **true**  indicating that the client can draw, or  **false**  indicating that the inquired square is occupied or being drawn on by another player. |
| ClaimSquare This message is sent to server to claim a square on the board for the client:  **ClaimSquare <clientID> <x-coordinate> <y-coordinate>**  The server then returns a string that contains either:  **true**  indicating that the client has successfully claimed the square, or  **false**  indicating that the square has not been claimed for the client due to an invalid request. |

# Server-to-client Messages:

These messages are sent from server to client to inform client of a game-wide event.

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| IsDrawing Client receives this message from server, indicating that the given square on the board is being drawn on by another player:  **IsDrawing <x-coordinate> <y-coordinate>** |
| Occupied Client receives this message from server, indicating that the given square on the board is now occupied by player with clientID:  **Occupied <clientID> <x-coordinate> <y-coordinate>** |
| GameOver Client receives this message from server indicating that given player with clientID has won:  **GameOver <clientID>** |