

## Protocol For R-Type Project

### Status of this Memo

This memo defines an Experimental Protocol for the Internet community. This memo does not specify an Internet standard of any kind. Discussion and suggestions for improvement are requested.

Distribution of this memo is unlimited.

### Copyright Notice

Copyright (C) The Internet Society (date). All Rights Reserved.

## 1. Introduction

The protocol created by the team is used only for the R-Type project. It defines a formatted string with the pattern "action|dataType argument1,...,argumentN;" with N arguments. Each instruction is ended with a semicolon followed by a line break.

Here are two examples:

"CREATE\_ROOM room1;"

"playerPosition player1,50,20;"

## 2. Actions

Actions are calls to the server to control a game (Rooms, Join, ...). These words are in uppercase.

### a. CREATE\_ROOM roomName

This action creates a room with a specific name.

### b. JOIN\_ROOM playerName, roomName

This action allows or not a player to enter in a specific room. If the room is full, the action ROOM\_REJECTED is sent to the client.

### c. ROOM\_REJECTED

This action is sent when a room is full.

d. FIRE bulletType,posX,posY

This action fires a bulletType bullet from posX and posY.

e. KILLENEMY enemyId

This action kills an enemy by Id.

f. MESSAGE messageBody

This action sends the messageBody message to the room.

g. PLAYER\_DAMAGE playerId,damage

This action reduces a player's life by *damage*.

h. ENEMY\_DAMAGE enemyId,damage

This action reduces an enemy's life by *damage*.

### 3. Data Types

a. `playerPosition playerId,posX,posY`

This data type is used to handle a player position.

b. `enemyPosition enemyId,posX,posY`

This data type is used to handle an enemy position.