Peer-Review 2: Communication Protocol

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Evaluation of the documentation of the communication protocol of the group 43.

1 Positives

- Each client in the game receives an update after each change. This makes the game smooth and offers great indirect communication between clients.

- Each client has the ability to choose his tower color at the setup of the game. This allows to choose teams rather than wait for a casual generation.

2 Downsides

- Each client in the game receives an update of all data after each change. This slows down communication, it would be better to send more specific messages containing only updated data.

- The Ack messages aren't necessary since the correct reception is managed by the TCP protocol.

- It wasn't defined yet the protocol to handle the special characters. We suggest to define a specific protocol for each character since many of them require a completely different exchange of messages than the standard game.

3   Comparison

- The protocol of the group 43 suggests a thin client implementation since the clients receive a list of all the possible moves and choose among them. Our communication protocol differs in this aspect because the server doesn't send a list of the possible moves, but, it receives information of the made moves which have already been checked by the client controller. Our communication turns out lighter at the expense of a thicker client.

- The protocol of group 43 considers the nickname as the identifier of the client unlike ours that uses the magician.