Eryantis Protocol Documentation

Mansutti, Lombardo, Lodi

Gruppo 20

Messages

Acknowledgement:

This message is sent from server to client whenever a message is received

Arguments: none

Possible Responses: none

Error

This message is sent from the server to the client whenever an exception is thrown.

Arguments

- Error message: explanation about why IllegalArgumentException, IllegalStateException…have occurred

Possible Responses

- None

Login

if there is a game to join, the user joins, otherwise he is asked to create a new one

Arguments

- username chosen by the user

Possible Responses

- Acknowledgement
- Error

StartNewGame

Whenever a new game starts, the number of players (2 or 3) must be chosen.

Arguments

- number of desired players

Possible Responses

- Acknowledgement
- Error

PlayAssistantCard

During each player's turn, he/she chooses an assistant card to play

Arguments

- Assistant card number (int) on the player hand counting from the left.

Possible Responses

- Acknowledgement
- Error

ActivateCharacterCard

A player may activate, at any point in time during his/her turn, one of the three character cards that have been chosen at random at the start of the game.

Arguments
- Card number(int): of the desired character card (on the player screen there will be 3 character cards to be activated, each associated with 0,1,2 respectively)

Possible Responses
- Acknowledgement

SetUpCloudCards
Sent from server to client to fill cloud cards with students at the end of each turn.

Arguments
- list of colors triplets for every cloud card

Possible Responses
- Acknowledgement

MoveStudentToIsland
sent from client to server when user wants to move a student from an entrance to an island

Arguments
- color of the student
- destination island index

Possible Responses
- Acknowledgement

MoveStudentToDiningRoom
Sent from client to server when the user wants to move a student from the entrance to the dining room.

Arguments
- color of the student

Possible Responses
- Acknowledgement
- Error

AddStudentsToEntrance
sent from client to server when a player starts his turn by moving 3 students from a cloud card into the school entrance

Arguments
- Cloud Card

Possible Responses
- Acknowledgement
- Error

ActivateProfessor
sent from server to client when a professor becomes under control of a different player

Arguments

- color of the professor
- player that gained control over the professor

Possible Responses
- Acknowledgement

MoveMotherNature

sent from client to server when a player moves MN

Arguments
- steps to perform

Possible Responses
- Acknowledgement
- Error in case requested steps exceed the maximum of the assistant card

PickCloudCard

sent from client to server when a player chooses a cloud card at the end of his turn

Arguments
- chosen Cloud Card

Possible Responses
- Acknowledgement

AddTower

sent from server to client when a player gains control over an island

Arguments
- player
- island

Possible Responses
- Acknowledgement

RemoveTower

sent from server to client when a player loses control over an island

Arguments
- player
- island

Possible Responses
- Acknowledgement

GameEnd

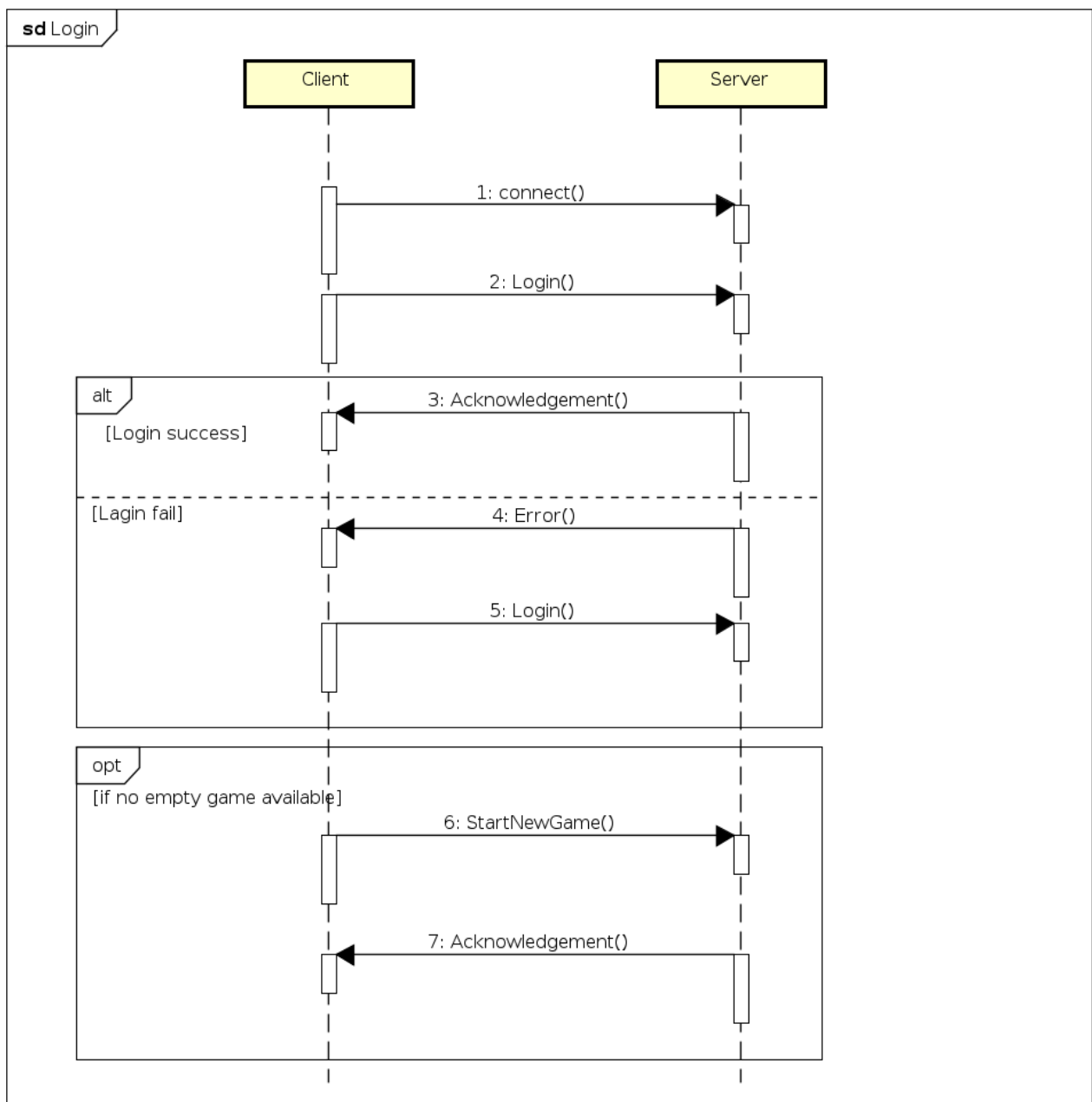sent from server to client when the condition for the end of the game is met

Arguments
- winner player

Possible Responses
- Acknowledgement

Scenarios

sd Pianificazione

Client   Server

1: SetUpCloudCards()

2: PlayAssistantCard()

sd Azione

Client — Server

for every
student
moved to
Island

1: MoveStudentToIsland()

2: Acknowledgement()

3: MoveStudentToDiningRoom()

for every
student
moved to
Dining Room

4: Acknowledgement()

5: MoveMotherNature()

6: Acknowledgement()

7: AddTower()

8: Acknowledgement()

9: PickCloudCard()

10: Acknowledgement()