Eriantys Protocol Documentation

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Gruppo 20

Messages

Login_request

This message is sent from client to server whenever a user desires to access the game.

Arguments:

- String Nickname.

Possible Responses: login_outcome message.

Login_outcome

This message is sent from server to client as a response to the login_request

Arguments:

- Boolean success (if selected nickname is available).
- Int gameId (-1 if no game is open).
- List<Wizard> available wizards (some may have been chosen)

Possible Responses: New_Game_Request, Choose_Wizard, Log_in_Request (if nickname is unavailable)

New_Game_Request

This message is sent from client to create a new game instance

Arguments:

- String Nickname (default)
- Int PlayerCount
- Boolean expert mode

Possible Responses: Update

Update

This message is sent from server to client to provide basic game information.

Arguments:

- ReducedGame reducedGame (a reduced version of the model that provides only necessary information)

Possible Responses: None

Wizard_Update

This message is sent from server to client to list the available wizards.

Arguments:

- List<Wizard> availableWizards

Possible Responses: Choose_Wizard

Choose_Wizard

Sent from client to server when the player chooses a wizard set

Arguments:

- String nickname
- Wizard wizard

Possible Responses: Lobby

Lobby

This message is sent from server to client after wizard choice, to show the players in lobby currently waiting for game to start.

Arguments:

- List<ReducedPlayers> players.
- Int playersNumber.

Possible Responses: None

Ask_Assistant_card

This message is sent from server to client to ask the player to choose an assistant card

Arguments:

- Map<Integer, Integer> hand (assistant cards left)
- List<Integer> notPlayable (assistant cards that have been chosen by other players)

Possible Responses: Play_Assistant_Card

Play_assistant_card

This message is sent from client to server when an assistant card is chosen

Arguments:

- String nickname
- Int chosenCard

Possible Responses: None

Assistant_card_played

This message is sent from server to client (different from the above message) to indicate which card is being chosen real time by other players.

Arguments:

- String whoPlayed
- Int playedCard

Possible Responses: None

Ask_action_phase1

This message is sent from server to client to signal that all players have chosen assistant cards and it is their turn to start playing.

Arguments:

- Int count (number of times phase1 has been asked)
- Int maxIsland (number of islands remaining)
- Boolean expert (game mode)

Possible Responses: Move_Student_To_Island, Move_Student_to_Dining_Room.

Move_student_to_island

This message is sent from client to server when the user moves a student from the entrance to a chosen island.

Arguments:

- String nickname.
- Int islandNumber.
- Color color (student color).

Possible Responses: Update

Move_student_to_dining_room

This message is sent from client to server when the user moves a student from the entrance to the dining room.

Arguments:

- String nickname.
- Color color.

Possible Responses: Update.

Ask_action_phase2

This message is sent from server to client when the client moves mother nature

Arguments:

- Int maxMNSteps (maximum number of steps that mother nature can take).

- Boolean expert.

Possible Responses: Move_Mother_Nature

Move_Mother_nature

This message is sent from client to server when the player moves mother nature

Arguments:

- String nickname.
- Int steps.

Possible Responses: Update.

Ask_Action_Phase3

This message is sent from server to client when they have to choose a cloud card to transfer students from.

Arguments:

- List<Integer> allowedValues (some cloud cards might be empty)
- Boolean expert

Possible Responses: Choose_Cloud_Card

Choose_Cloud_Card

This message is sent from client to server when the cloud card has been chosen

Arguments:

- String nickname
- Int cloudcard (number of the cloudcard)

Possible Responses: Update

Play_Character_Card

This message is sent from client to server to specify which character card is being activated

Arguments:

- Int chosenCard

Possible Responses: Ask_input

Ask_input

This message is sent from server to client asking for the input needed for the chosen character card. The input needed changes based on the character card chosen.

Arguments:

- Variable

Possible Responses: CC_reply

CC_Reply

Message sent from client to server providing the input specified in ask_input

Arguments:

- Variable

Possible Responses: Update

String_Message

Sends specific string messages from server to client.

Arguments:

- String content

Possible Responses: None

PING

This message is sent from server to client periodically.

Shutdown_client

This message is sent from server to client when one player disconnects

Arguments:

- String content.

Possible Responses: None.

Winner

This message is sent from server to client to congratulate the winner

Arguments:

- None.

Possible Responses: None.

Winner_To_Others

This message is sent from server to the other clients to communicate the winner

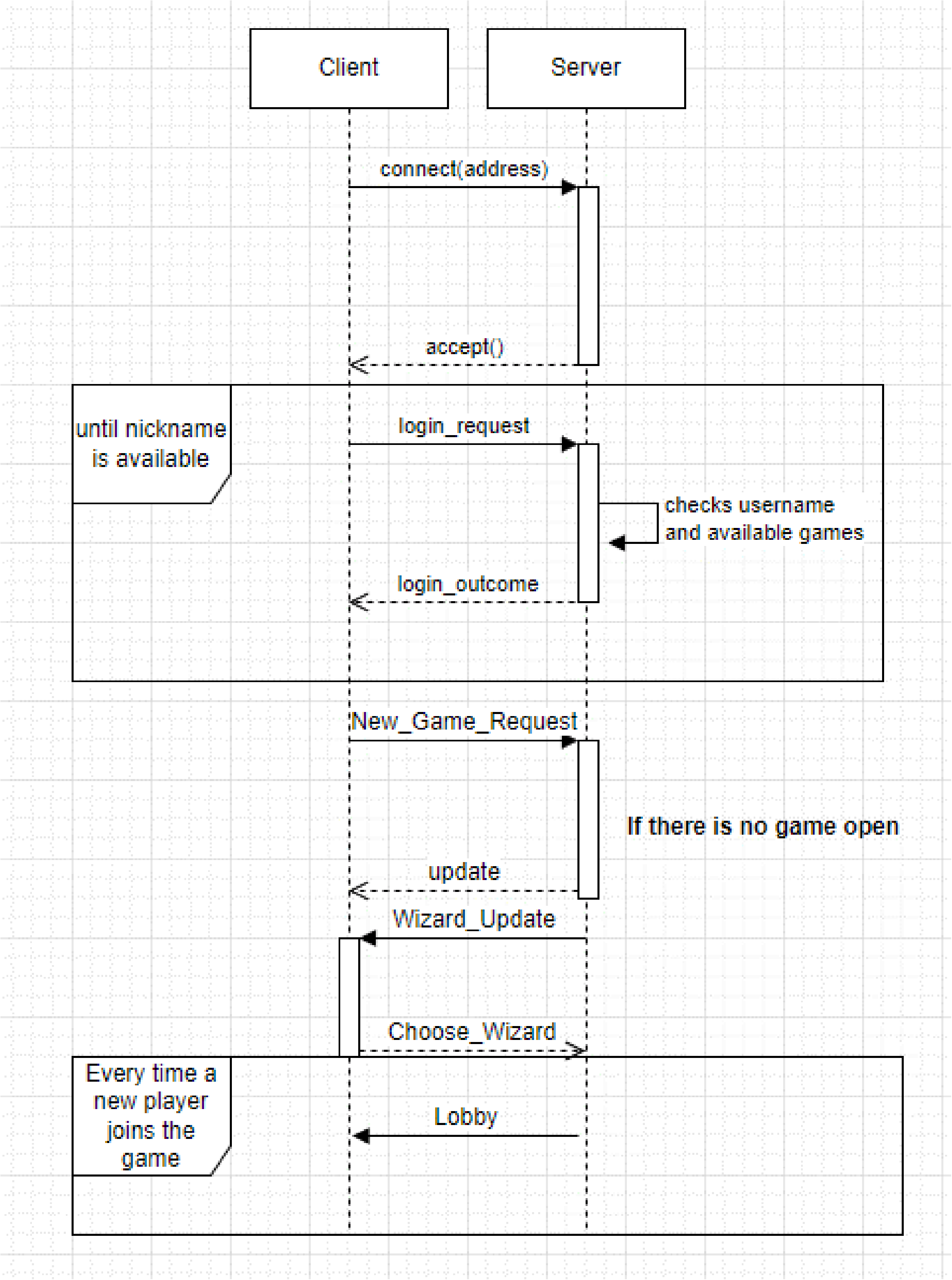
Arguments:

- String nickname

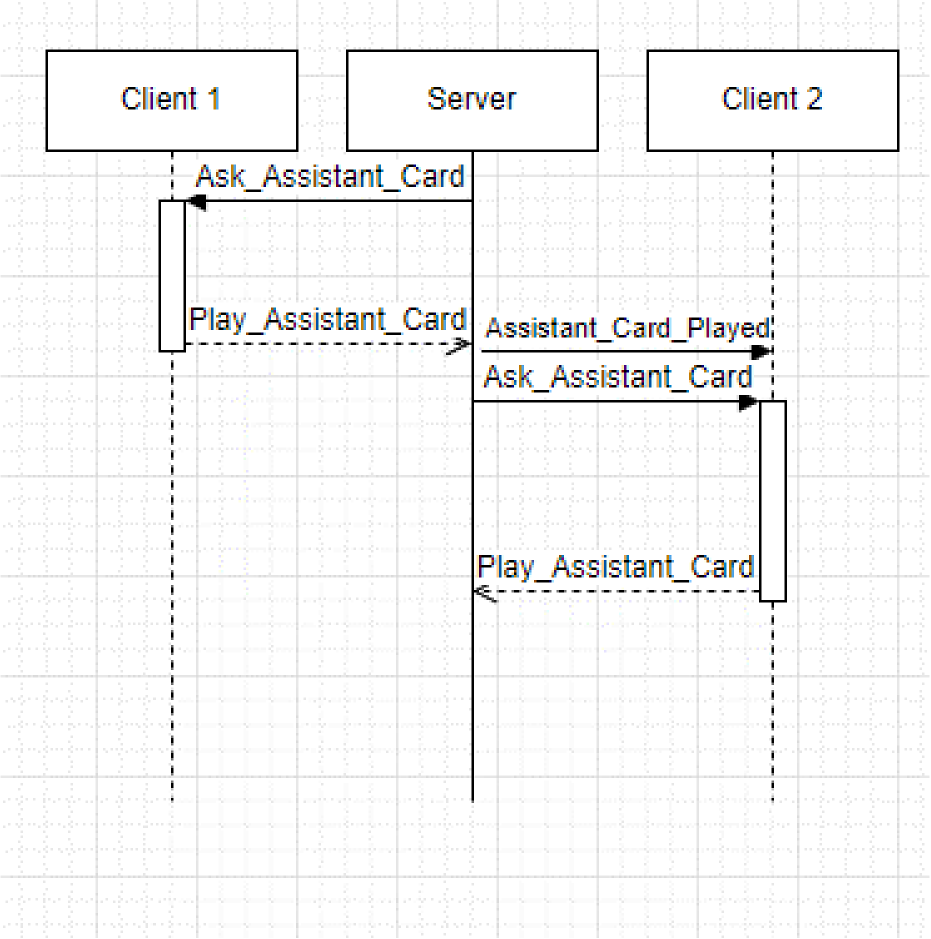
Possible Responses: None

Scenarios

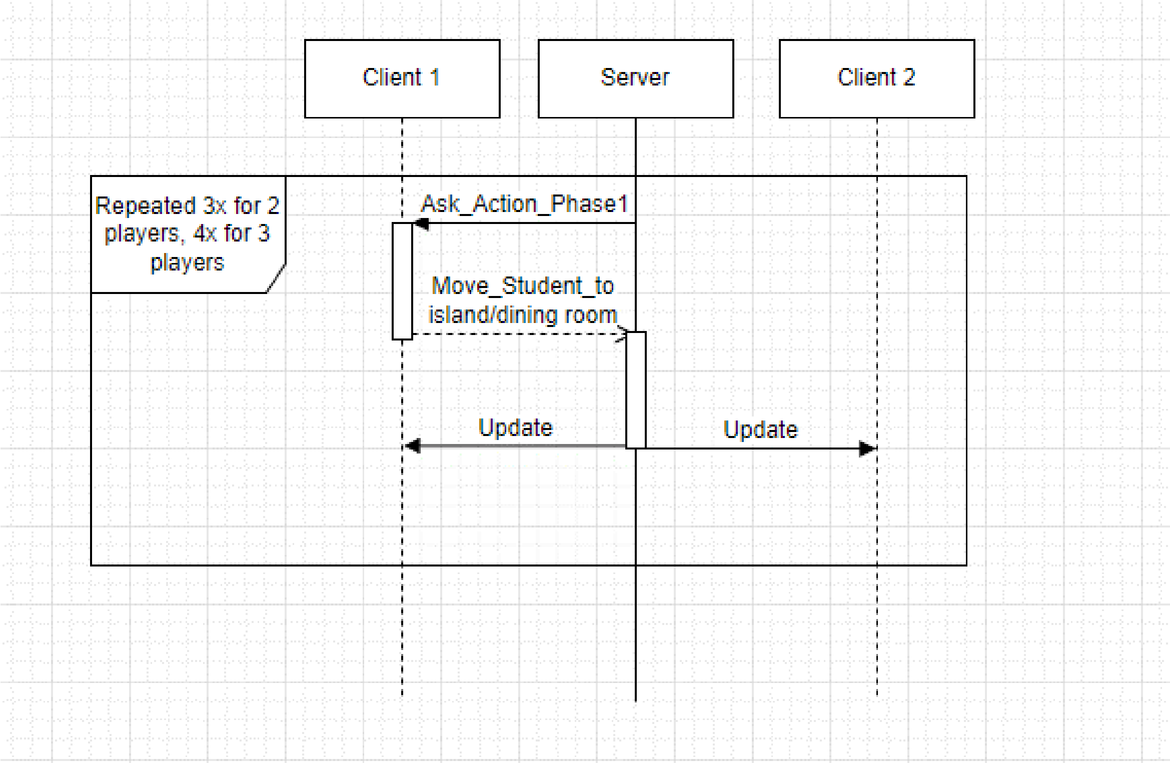
Login



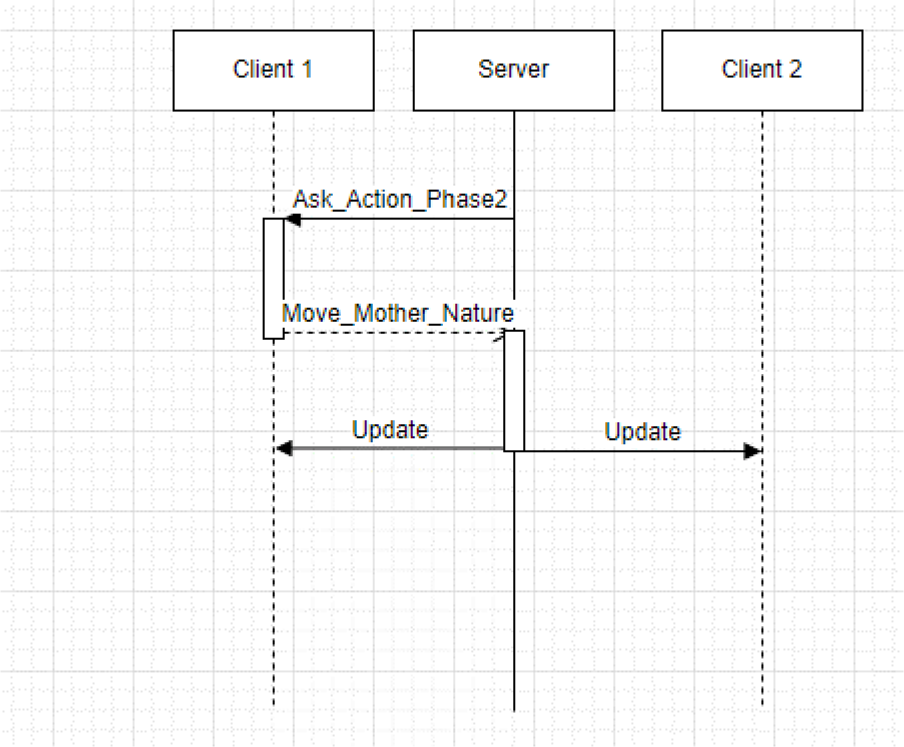
Planning phase



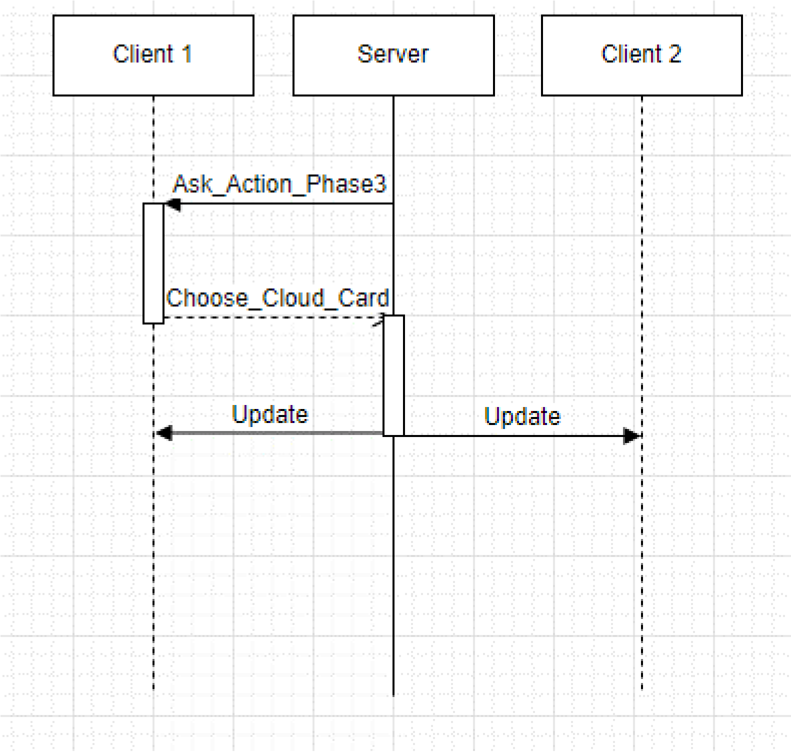
Action phase 1


Client 1
Server
Client 2
Repeated 3x for 2 players, 4x for 3 players
Ask_Action_Phase1
Move_Student_to island/dining room
Update
Update

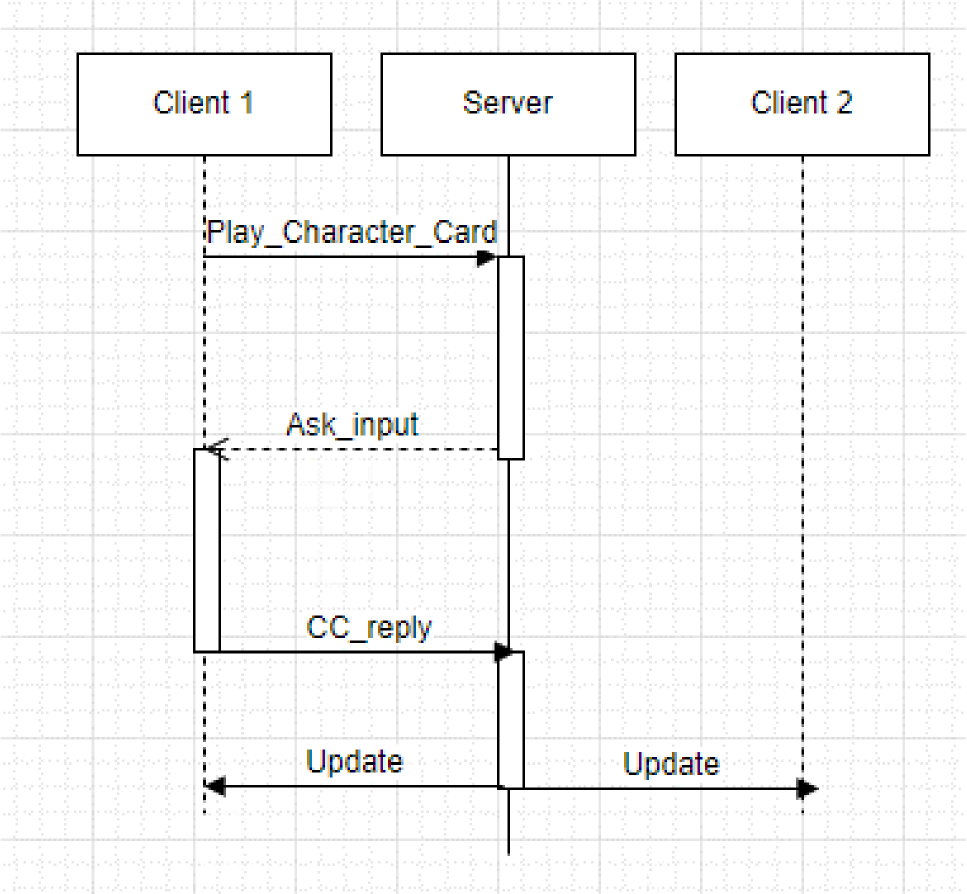
Action phase 2



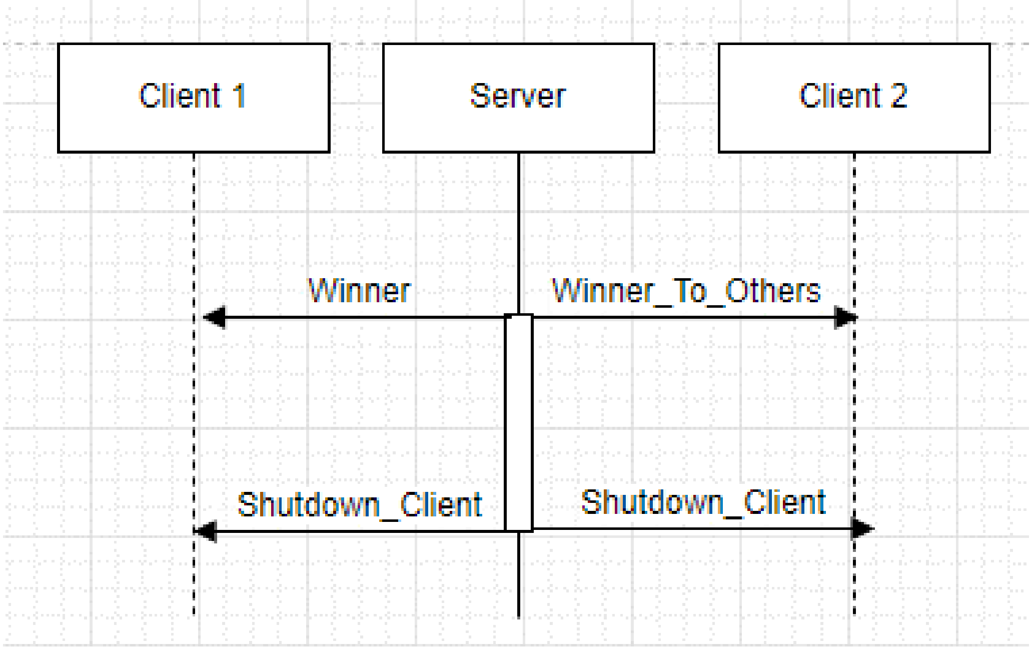
Action phase 3



Character card activation



Winner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Winner_To_Others
Shutdown_Client
Shutdown_Client