Nazwy komunikatów

Message ID (client)	Meaning (client)	Message ID (server)	Meaning (server)
Information messages			
CI10	Hello server (player_nick)	SI10	Hello client
		SI11	Wrong nick
CI20		SI20	Logout accept
CI30	Log out	SI30	Accept still here
CI40	Still here	SI40	Opponent(opponent_nick)
	Give opponent	SI41	No opponent available
Game messages			
CG10	Give new game	SG10	New_game (player_color, player_score, opponent_score)
CG11	Give start dices	SG11	Start dices (player_startdice, oponent_startdice)
			Player dices (dice 1, dice 2)
CG20	Give my dices	SG20	Opponent dices (dice 1, dice 2)
CG21	Give opponent dices	SG21	
			Move accept
CG30	Move(from, to, endofturn)	SG30	
			Opponent move(from, to, endofturn)
CG40	Give oponent move	SG40	Opponent move not ready
		SG41	No oponent move – do your turn
		SG42	
			End game accept
CG50	End game(winner)	SG50	
			Next Game ack
CG60	Next Game(decision)	SG60	Opponent decision(decision)
CG61	Give opponent decision	SG61	Opponent made no decision
		SG62	
			Surrender ack
CG70	Surrender	CG70	
			Not ready ack
CG80	Not ready	SG80	
Error messages			
CE10	Unknown message	SE10	Unknown message
		SE11	Unknown message ack
		SE20	Client not logged in
		SE30	Client doesn't have a game
		SE40	Not client turn
		SE50	Game not started
		SE51	Client hasn't roll dices
		SE52	Client's unread moves not empty
		SE53	Game Ended
		SE54	Game hasn't end yet
		SE60	Opponent surrender