Nazwy komunikatów

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