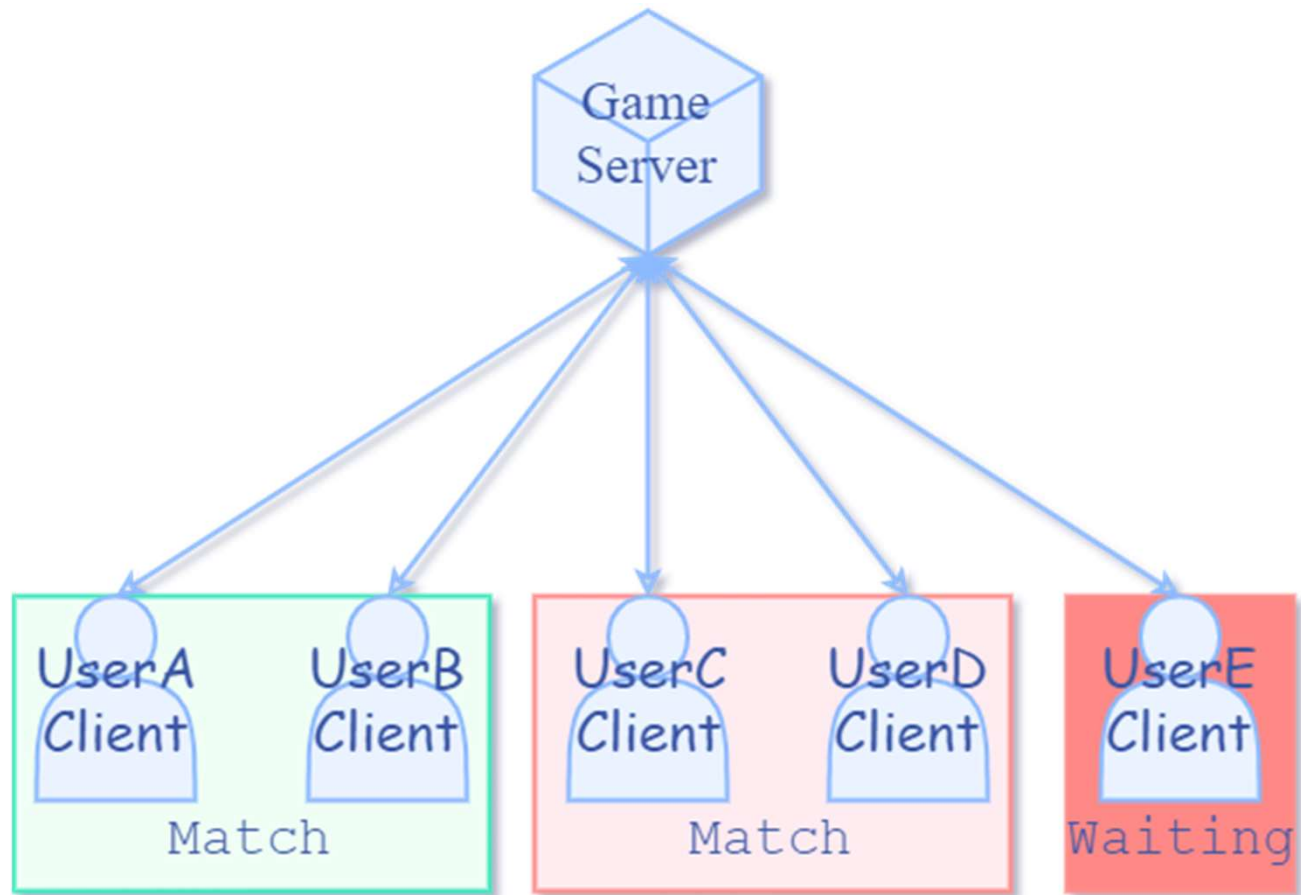
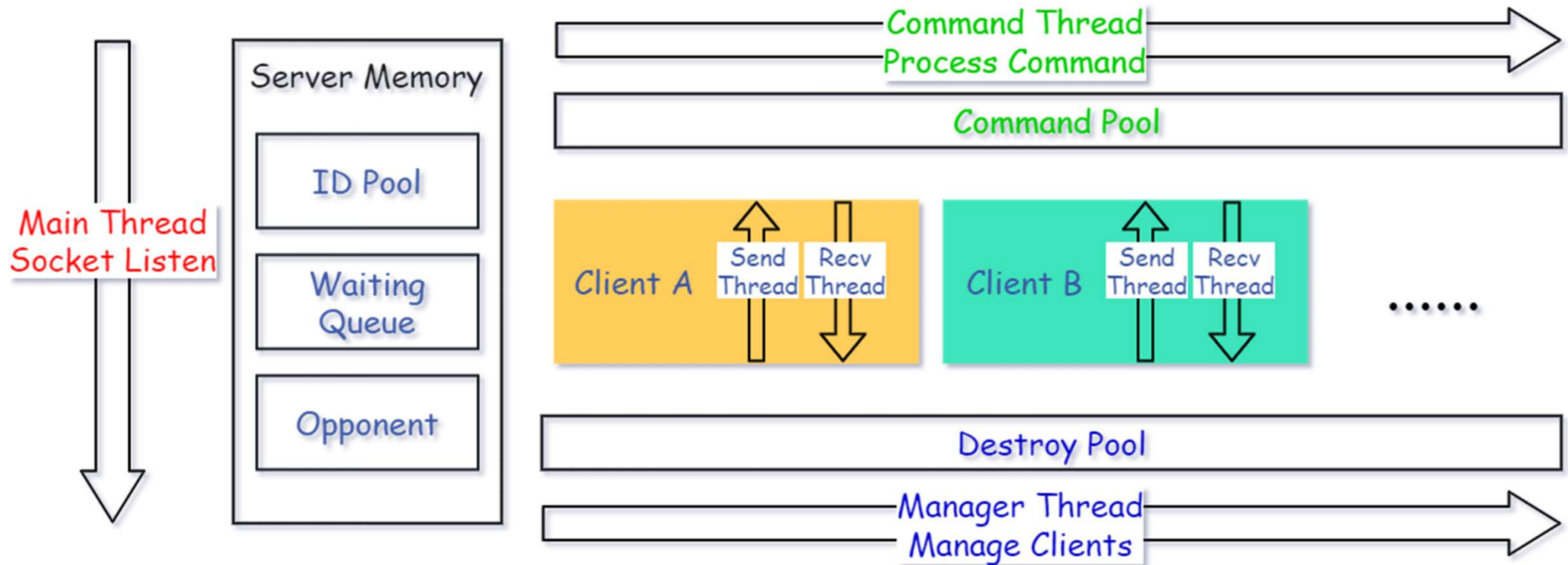


# 多人游戏服务器的设计

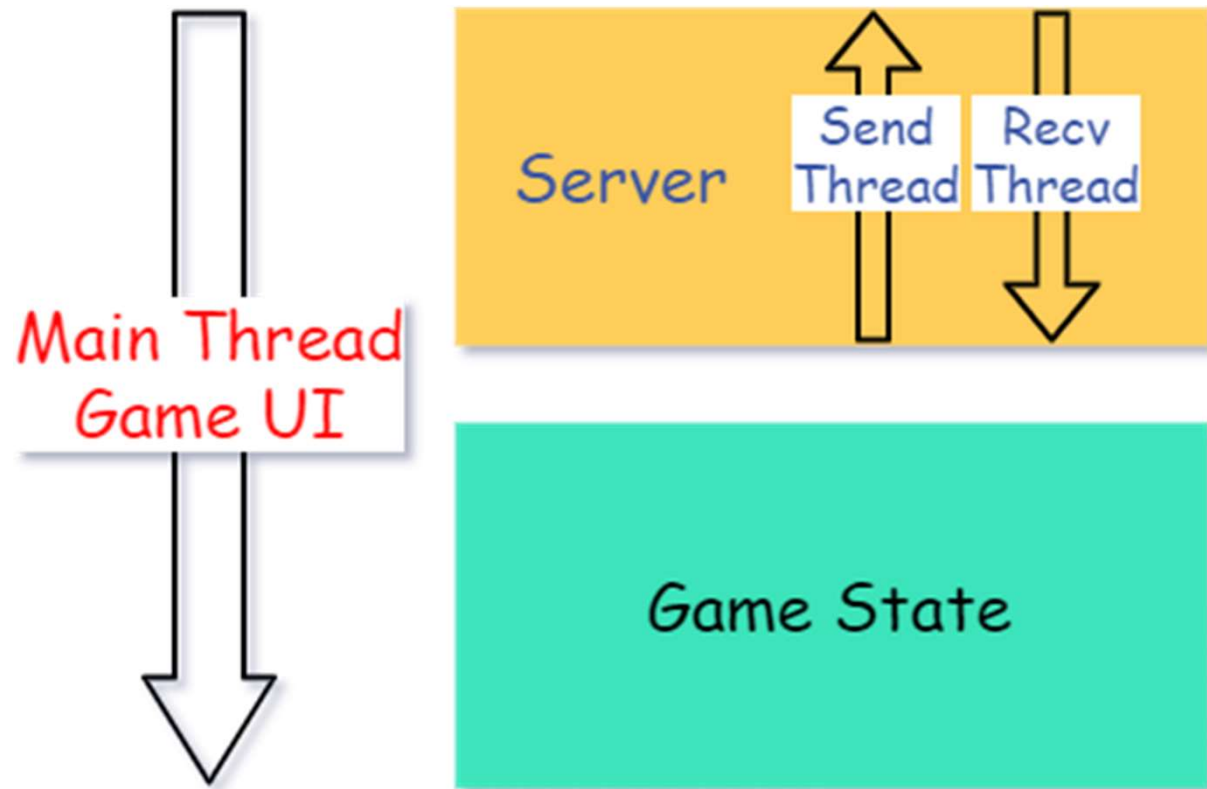
# Construction



# Server Construction



# Client Construction



# 3 Kinds of Message

Message Type (1 Byte)
--------------------------

Message Type (1 Byte)
--------------------------

Message Parameter (Fixed Length)
-------------------------------------

Check Sum (1 Byte)
-----------------------

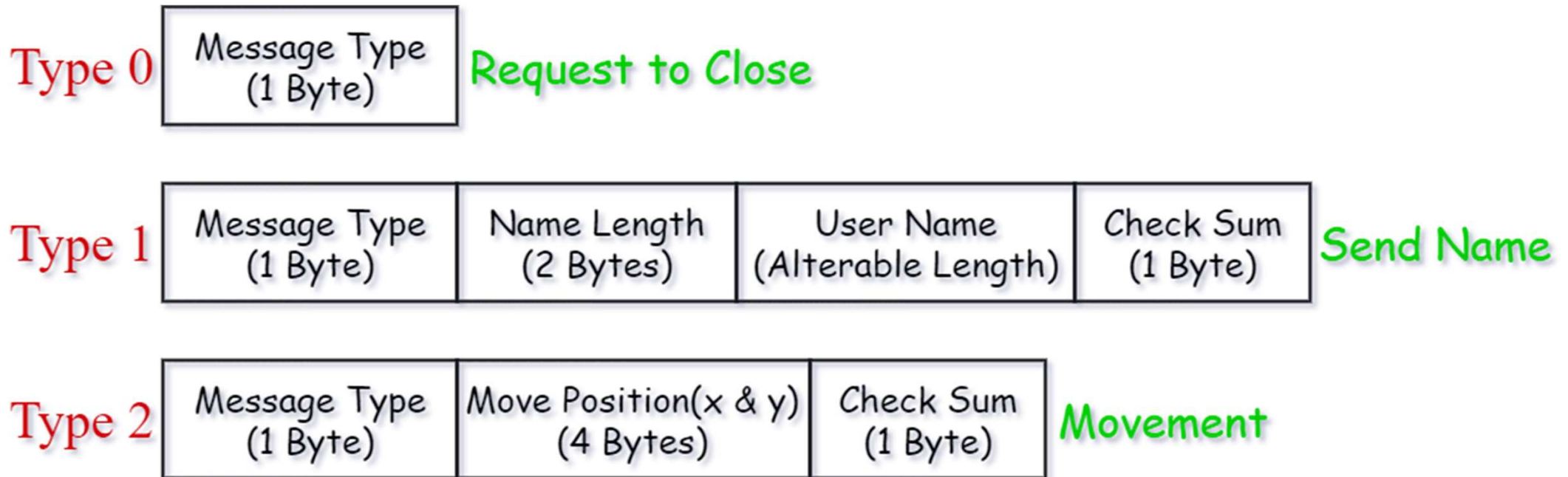
Message Type (1 Byte)
--------------------------

Message Length (2 Byte)
----------------------------

Message Parameter (Alterable Length)
-----------------------------------------

Check Sum (1 Byte)
-----------------------

# Message Type (Client to Server)



# Message Type (Server to Client)

Type 3	Message Type (1 Byte)	Length (2 Bytes)	Order & Opponent`s Name (Alterable Length)	Check Sum (1 Byte)	Matched
Type 4	Message Type (1 Byte)	Opponent`s Move Position(x & y) (4 Bytes)		Check Sum (1 Byte)	Opponent`s Movement
Type 5	Message Type (1 Byte)	Another Player Left			

# Check Algorithm (Optional)

Message Type (1 Byte)	Message Length (2 Byte)	Message Parameter (Alterable Length)	Check Sum (1 Byte)
--------------------------	----------------------------	-----------------------------------------	-----------------------



$$(\sum \text{Bytes}) \% 256 = \text{Sum}$$