

Splatoonio Communication Protocol

A RESTful guide to the communication of Splatoonio.
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- The server sends time in every response.
- What are users for leaderboard x for page y of size z .
- What are the achievements for user?
 - Send the `userID`.
 - Send back all the achievement information.
- Query for full board (send checksum, if not equal to server's version, get back full board).
- User x requests to join a private game (specific `gameID`).
- User x requests to join “the” public game (special `gameID`).
 - Send back new `playerID` for the game (privacy).
 - Send back `gameID`.
 - Send back full board data.
- Player queries if the game is ready.
- Player x moved to location lat/lon (player updates server and gets back board update).
 - Send pixels painted and timestamp when each pixel was painted.
 - Send player speed — anti-spoofing handling.
 - Send back board diff (list of pixels that changed since last update to this player).
 - Send back new items and which items were acquired.
- Player x acquired/moved over `itemID`.
 - Send back true if the requesting player.
 - Successfully acquired the item.