Splatoonio Communication Protocol

A RESTful guide to the communication of Splatoonio. Created and maintained by Adam Evans, Michael Harrington, Ian Howell, Eric Michalak, Luke Parton, Deacon Seals, and Illya Starikov.

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The server sends the current server 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 itemID
  - Send back true if the requesting player successfully acquired the item.