Eryantis Protocol Documentation

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Gruppo 47

Messages

ACK

Message sent to confirm the successful receiving of a previous message.

START

Message sent from a client to the server when he starts the connection. If this client is the first one who connects, the server gives him the permission to be the admin client (with the privilege of creating the game session). Contrary, he will be a guest client and he will only connect to an already created game session.

Possible Responses

- ADMIN_CLIENT: response given to the admin client
- GUEST_CLIENT: response given to the guest clients

EXPERT_MODE_AND_PLAYER_NUMBER

Message sent form the admin client to the server when he creates a new game session.

Arguments

- expertMode: Boolean to define whether the game session is an expert game or not
- playerNumber: Number of the players of this game session

Possible Responses

- ACK: the message has been received

ADD_NEW_PLAYER

Message sent form a client to the server for adding a just connected client to the game as a new player.

Arguments

- playerName: Name of the player who is going to be connected.

Possible Responses

- PLAYER_ADDED: the message has been received
- MAX_PLAYER_NUMBER_REACHED: the game session is already full; the client can't participate.

ADD_PLAYER_IN_TEAM

Message sent form a client to the server only if playerNumber = 4; it aims at setting the team to who the player belongs

Arguments

- Player: The player that is joining the Team
- teamId: Integer which represents the id of the Team

Possible Responses

- ACK: the message has been received
- FULL_TEAM: the selected team is already full

PLAY_ASSISTANT_CARD

Message sent form a client to the server that contains which assistant card the client wants to play.

Arguments

- playerId: Integer that represents the id of the player who is playing
- assistantCardSpeedValue: Integer that represents the speed value of the assistant card played

Possible Responses

- ACK: the message has been received
- UNPLAYABLE_ASSISTANT_CARD: sent only if the player tries to play a card that cannot be played
- NOT_YOUR_TURN: sent only if the player is trying to perform this action when it isn't his turn

MOVE_STUDENTS

Message sent form a client to the server when the current player must move the students (3 or 4, based on playerNumber) on an island or in his dining room.

Arguments

- playerId: id of the player that is playing
- moves: HashMap with students moved as keys and positions as values

Possible Responses

- ACK: the message has been received
- NOT_YOUR_TURN: sent only if the player is trying to perform this action when it isn't his turn

MOVE_MOTHER_NATURE

Message sent form a client to the server when the current player must move Mother Nature on an island

Arguments

- playerId: Integer that represents the id of the player who is playing
- islandId: Integer that represents the destination island's id

Possible Responses

- ACK: the message has been received
- INVALID_MOVE: sent to the player only if he tries to move mother nature where he can't
- NOT_YOUR_TURN: sent only if the player is trying to perform this action when it isn't his turn

CHOOSE_CLOUD_TILE

Message sent form a client to the server when the current player must choose one of the remaining cloud tiles

Arguments

- playerId: Integer that represents the id of the player who is playing
- cloudId: Integer that represents the id of the chosen cloud

Possible Responses

- ACK: the message has been received
- NOT_YOUR_TURN: sent only if the player is trying to perform this action when it isn't his turn

PLAY_A_CHARACTER_CARD

Message sent form a client to the server when the current player decides to play a character card (this message can be sent only if expertMode = true)

Arguments

- playerId: id of the player that is playing
- characterCardNumber: Number of the character card selected

Possible Responses

- ACK: the message has been received and the selected character card doesn't need any parameter
- WAIT_FOR_CHARACTER_CARD_PARAMETERS: the message has been received and the selected character card needs some other parameter
- NOT_ENOUGH_COINS: sent if the player hasn't enough coins to play that card
- NOT_YOUR_TURN: sent only if the player is trying to perform this action when it isn't his turn

ACTIVATE_CHARACTER_CARD_EFFECT

Message sent form a client to the server used to define the possible parameters necessary to activate the character card previously selected. This message is not sent if the card chosen doesn't need any parameter (in this case, the effect will be activated directly after the PLAY_A_CHARACTER_CARD message).

Arguments

- o_1: first java object exchanged
- o_2: second java object exchanged

Possible Responses

- ACK: the message has been received

PLAYERS_AND_MODE

Message sent form the server to every player's client connected when a new game session has been set up;

Arguments

- playersNames: HashMap containing the association between the names of the players and their ids
- isExpertMode: Boolean which indicates if the game is in expert mode or neither;

Possible Responses

ACK: the message has been received

START_GAME_SESSION

Message sent form the server to every player's client connected when a new game session is starting.

Arguments

- playersAssociations: HashMap containing the game's party composition

- Game: the initial game state

Possible Responses

- ACK: the message has been received

START_PLANNING_PHASE

Message sent form the server to every player's client connected when a new round is beginning.

Possible Responses

- ACK: the message has been received

START_ACTION_PHASE_1

Message sent form the server to every player's client connected when the action phase of the current round is beginning.

Possible Responses

- ACK: the message has been received

START_ACTION_PHASE_2

Message sent form the server to every player's client connected when the action phase of the current round is beginning.

Possible Responses

- ACK: the message has been received

START_ACTION_PHASE_3

Message sent form the server to every player's client connected when the action phase of the current round is beginning.

Possible Responses

- ACK: the message has been received

MODEL_CHANGED

Message sent form the server to every player's client connected when the game state is changed.

Arguments

- Game: the new game state

Possible Responses

- ACK: the message has been received

NEW_TURN

Message sent form the server to every player's client connected when the turn is changing.

Arguments

- playerId: Integer that represents the id of the player who must play next turn

Possible Responses

- ACK: the message has been received

END_GAME

Message sent form the server to every player's client connected when the end game conditions are satisfied.

Arguments

- winnerTeam: the team who won this game session

Possible Responses

- EXIT: The client has received the message and he is going to quit

PLAYER_USED_CHARACTER_CARD

Message sent from the Server to every player's client connected when a player decides to use a character card.

Arguments

- playerId: Integer that represents the id of the player who used the character card
- characterCardNumber: Number of the character card selected

Possible Responses

- ACK: the message has been received

ADMIN_CLIENT

Message sent from the Server to the admin client to let him create a new game session

GUEST_CLIENT

Message sent from the Server to a guest client who connected

GAME_CREATED

Message sent from the Server to an admin client to let him join the game

CREATING_GAME

Message sent from the Server to a guest client who is trying to connect when the admin is still creating the game

PLAYER_ADDED

Message sent from the Server to a player's client to assure him that he will participate to the game session

Arguments

- playerId: Integer that represents the id of the player

MAX_PLAYER_NUMBER_REACHED

Message sent from the Server to a client who tries to join an already full game session.

FULL_TEAM

Message sent from the Server to a player's client to make him change the selected team, because the previously selected one is full.

UNPLAYABLE_ASSISTANT_CARD

Message sent from the Server to a player's client to make him change the selected assistant card, because the previously selected one can't be played.

INVALID_MOVE
Message sent from the Server to a player's client when he tries to move mother nature in an unreachable island.

NOT_YOUR_TURN
Message sent from the Server to a player's client when he tries to perform an action when it's not his turn.

EXIT
Message sent from a client to the Server when he is going to disconnect.

Possible Responses
- ACK: the message has been received

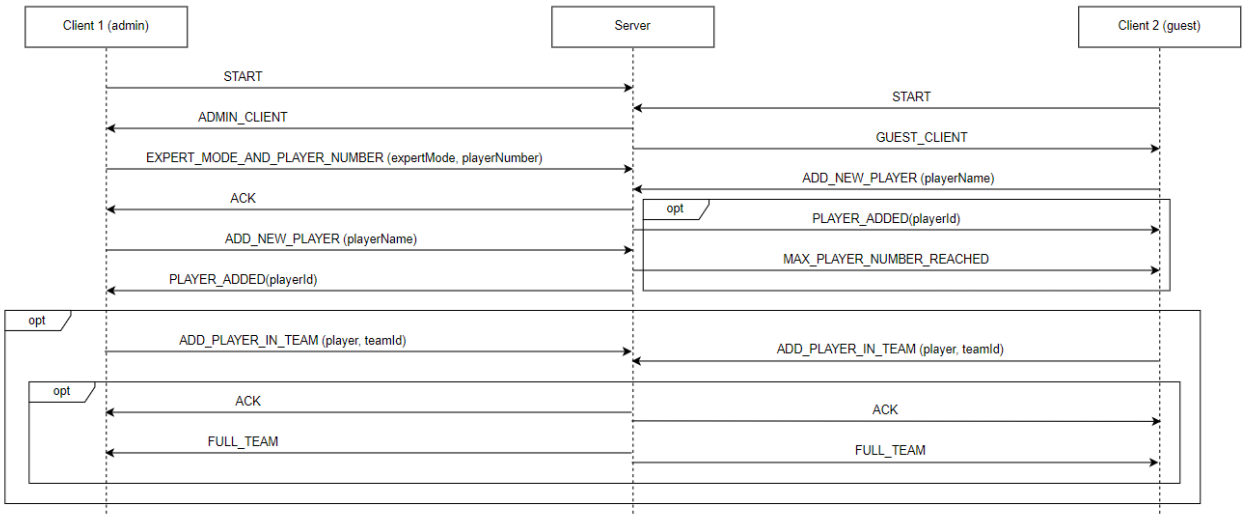
WAIT_FOR_CHARACTER_CARD_PARAMETERS
Message sent from the Server to a client after he decides to use a character card that needs some other parameter.

NOT_ENOUGH_COINS
Message sent from the Server to a client who tries to use a character card while having less coins than what is needed to play that card.

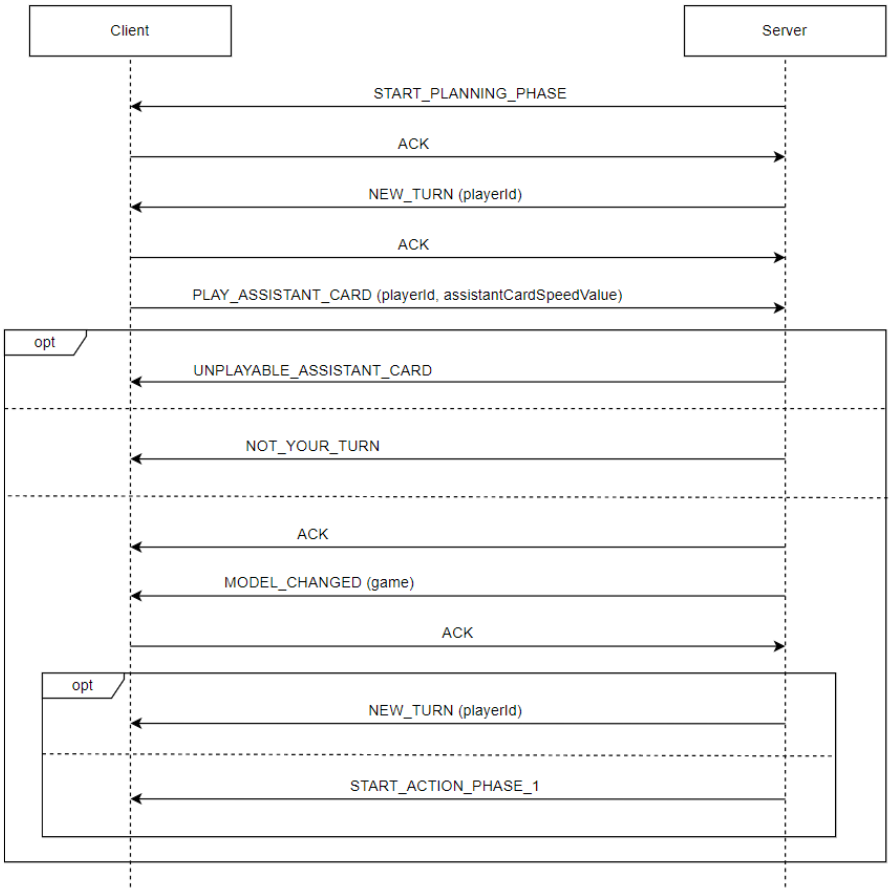
ALREADY_PLAYED_A_CHARACTER_CARD
Message sent from the Server to a client who tries to use more than one character card in the same round.

Scenarios

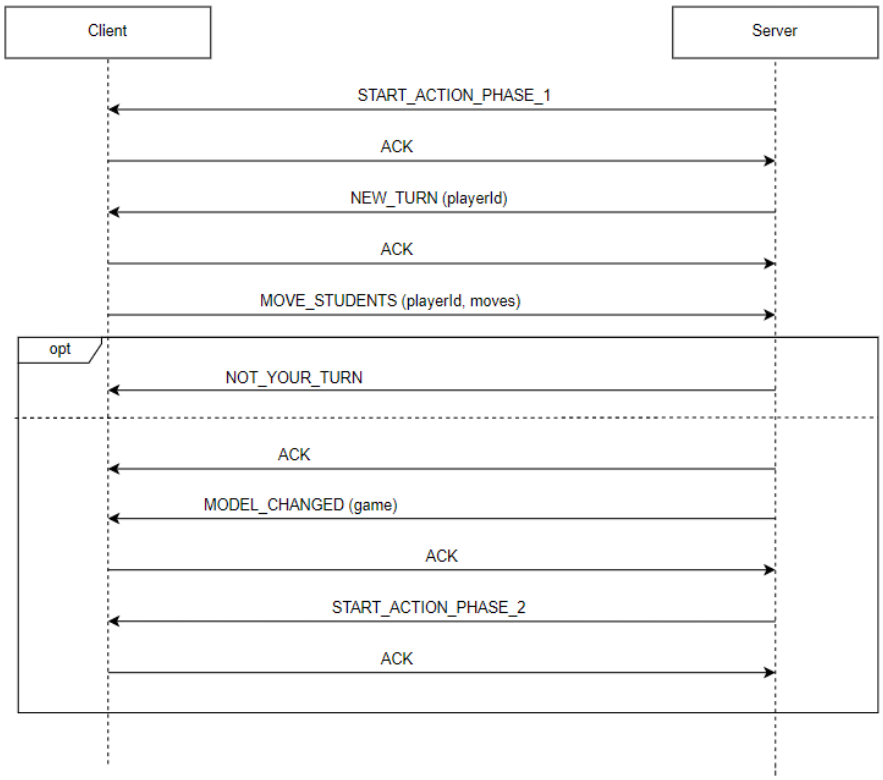
Game Access



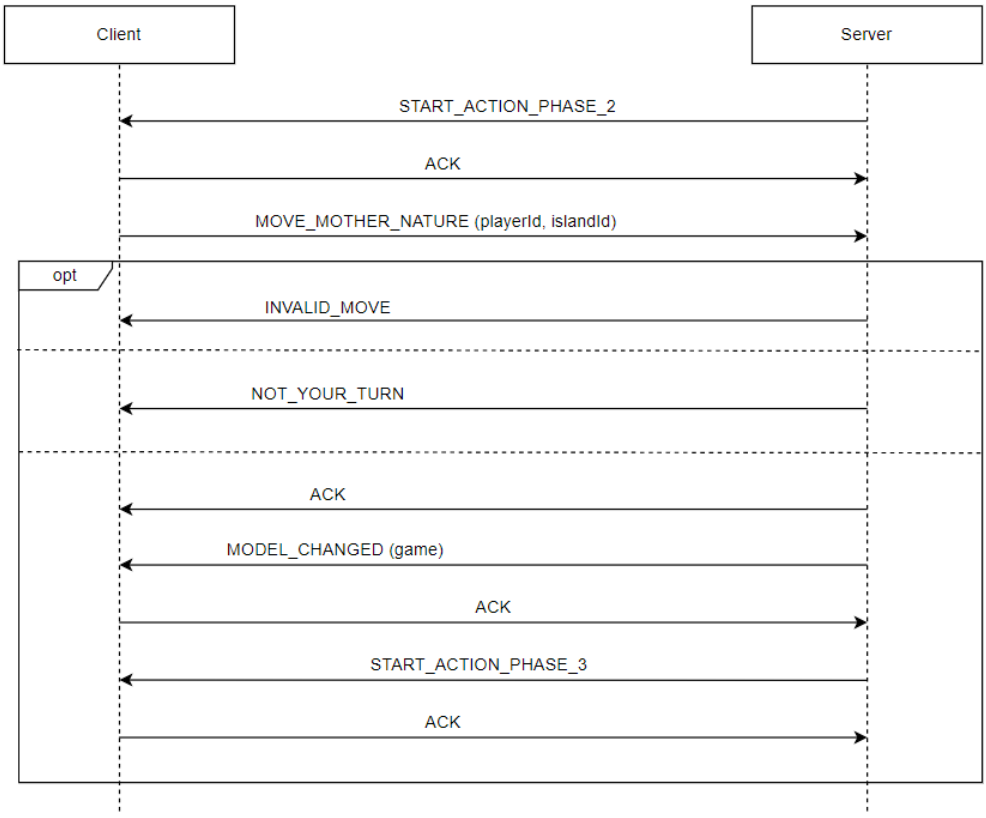
Planning Phase



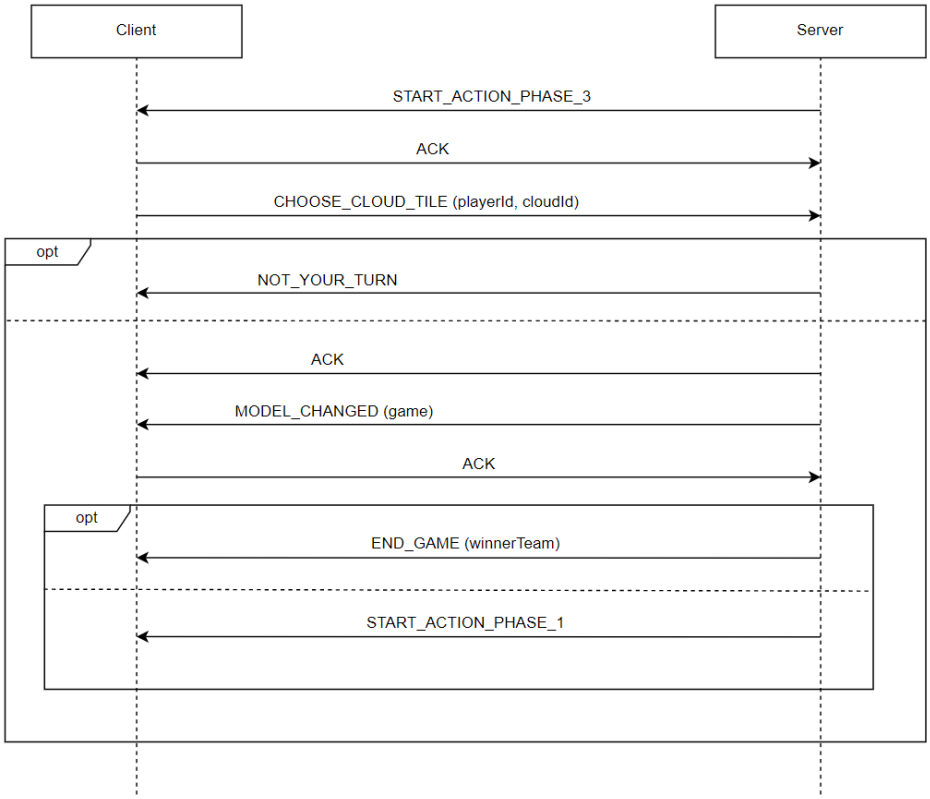
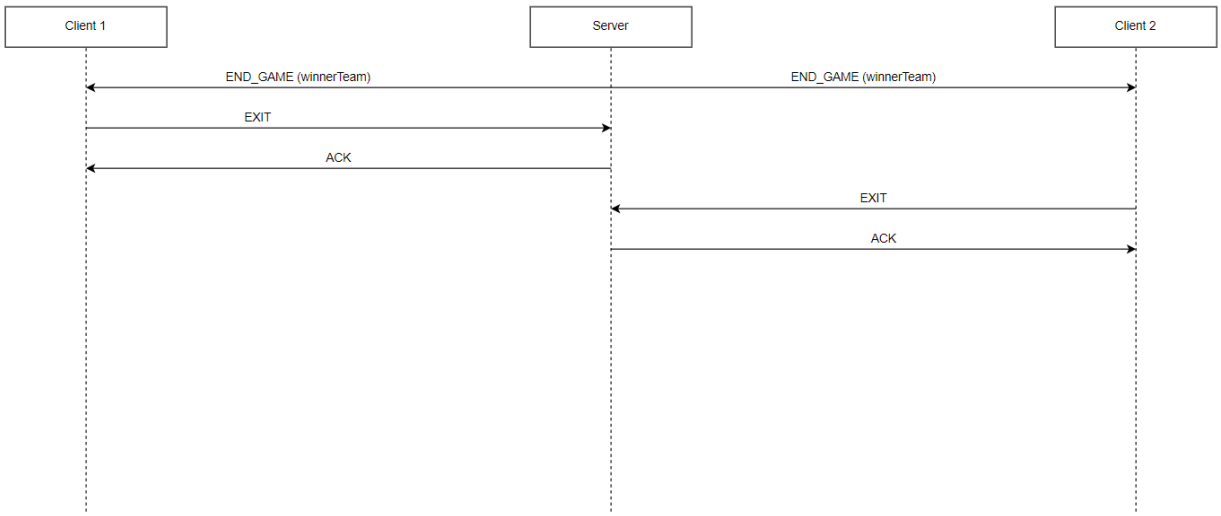
Action Phase, move 1



Action Phase, move 2



Action Phase, move 3



End Game