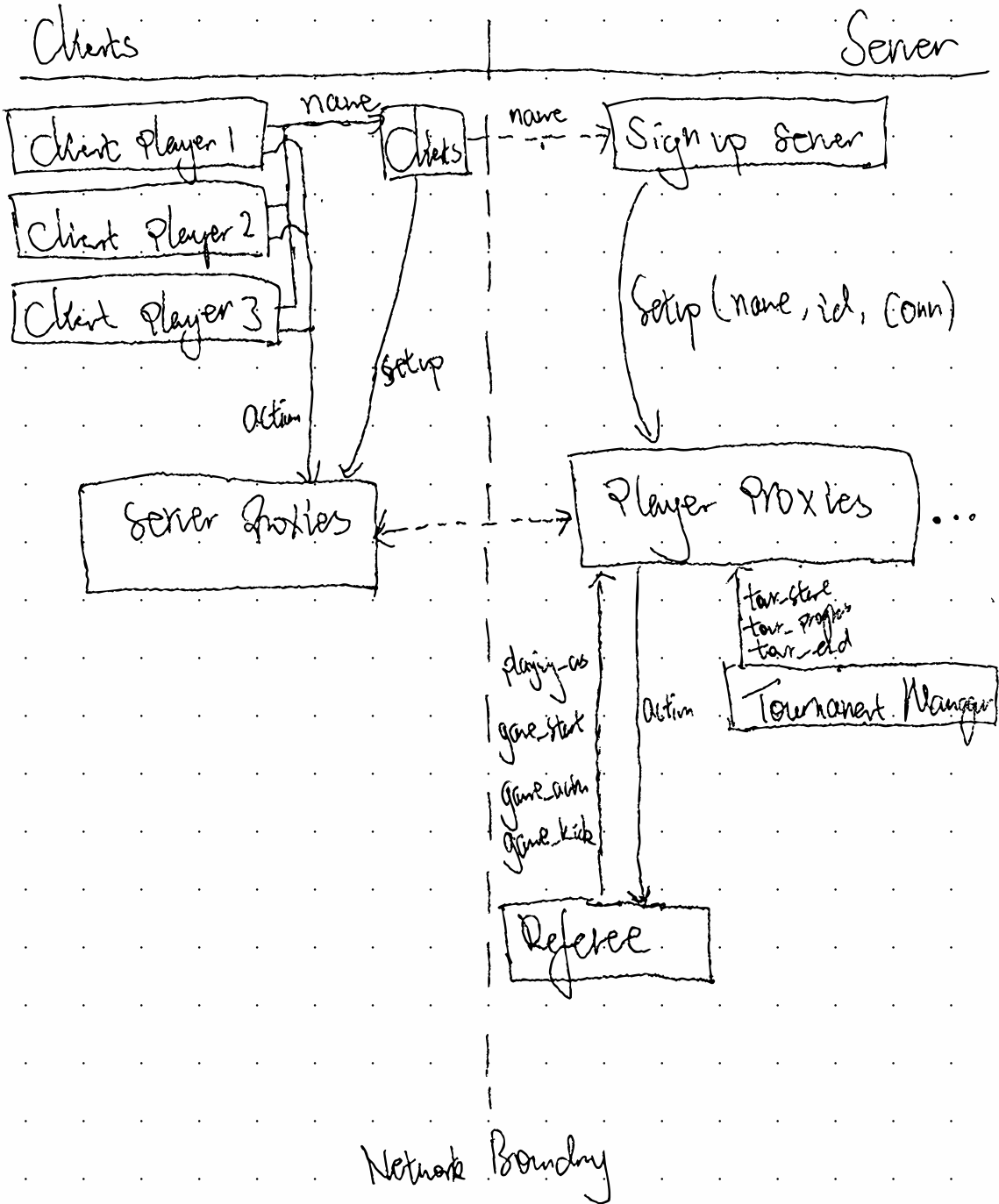


Interaction Diagram



Interaction Message Format

All messages are Json objects with the general format:

```
{ "name": str , "Content" : Json }
```

where name is a string that specifies the type of message & Content is a Json of data associated with the message type.

The List of available messages

<u>Name</u>	<u>Content</u>
t - start	[name ...]
t - progress	[[name...], [name...]]
t - end	[name ...]
playing - as	color
g - start	state
g - actin	action
g - kick	color

Values of different content types:

- name: a string of at most 12 alphanumeric chars that represents a player name
- color: a string of one of the available colors that a player plays in a game
- State: a json object representing the game state of a board game

↳ State takes the following json object format:

```
{  
  "multi-quit" : bool,  
  "players" : [Color],  
  "scores" : Score-dict,  
  "board" : board_state  
}
```

↳ where Score-dict is a json object with the player colors as keys & a corresponding non-negative integer as the score of that player.

↳ where board_state is a json object as formatted below:

```
{  
  "board-type": type,  
  "layout": board-layout,  
  "avatars": avatar-dict  
}
```

For single user board types this field doesn't exist

- type: a str representing the type of board the game is played on
- board-layout: a 2D json array the board grid representation
- avatar-dict: a json object with player colors as the key & a list of Posn corresponding to the position of any avatars that they have on the board.
- Posn: a json array of non negative integer representing a position on the 2D board, with the first value as row & second as Column index