

Uno Card Game Protocol

What is it?

UCGP is the protocol used for my Uno game created in flash. It contains packets for updating the cards and shit like that.

Server Side Packets

Packet	Packet Description	Components				
		Component Description	Size (Bytes)	Offset (Bytes)	Data Type	Example
Join	Join Response. Sent after receiving a Join packet form the Client.	Packet Type	4	0	ascii	JOIN
		Player ID	1	4	UInt8	1
	Player ID Codes: 1: Player 1 2: Player 2 3: Spectator 0: Join Rejected	Error Code	1	5	UInt8	0
	Error Codes: 1: Username Too Short 2: Username Too Long 3: Username Has Invalid Characters 4: Username Taken 5: The Game is Full					
Wait	A packet sent to let the client know they are waiting for another player	Packet Type	4	0	ascii	WAIT
Update	A packet sent to update the client on the state of the game. It sends information on who won the game, how many cards are in each players hand, and what the top card's number and color are	Packet Type	4	0	ascii	UPDT
	Color Codes: 1: Red 2: Green 3: Blue 4: Cyan	Which Player's Turn	1	4	UInt8	1
		Winner	1	5	UInt8	0
		Player One's Hand Count	1	6	UInt8	7
		Player Two's Hand Count	1	7	UInt8	13
		Top Card Number	1	8	UInt8	9
		Top Card Color	1	9	UInt8	1

Client Side Packets

Packet	Packet Description	Components				
		Component Description	Size (Bytes)	Offset (Bytes)	Data Type	Example
Join	A packet containing a request to join a game	Packet Type	4	0	ascii	JOIN
	Join Type Codes: 1: Play 2: Spectate	Join Type	1	4	UInt8	1
		Username Length	1	5	UInt8	3
		Username	?	6	UInt8	Joe
Move	A packet containing the clients move information	Packet Type	4	0	ascii	WAIT
	Play Type Codes: 1: Draw Card 2: Place Card	Play Type	1	4	UInt8	2
		Card Number	1	5	UInt8	5
	Card Color Codes: 1: Red 2: Green 3: Blue 4: Cyan	Card Color	1	6	UInt8	4
Chat	A packet containing a chat message.	Packet Type	4	0	ascii	CHAT
		Username Length	1	4	UInt8	3
		Username	?	5	ascii	Joe
		Chat Message	?	5+username length	ascii	Hello