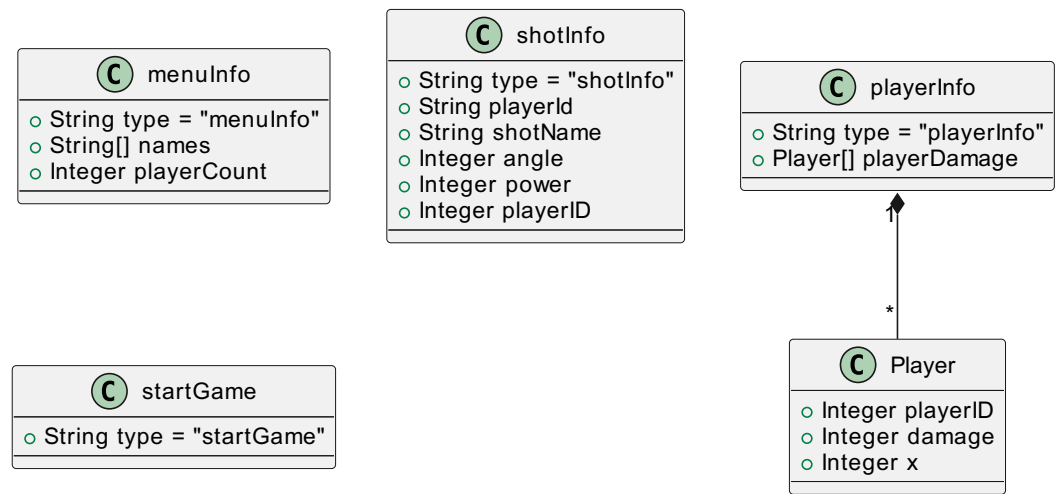Down below the diffent types of messages are described. The messages are sent as JSON objects. These messages are used to send/sync data between the different clients

menuInfo will be used to keep the menu in sync

shotInfo will be received by the socket, and the socket will broadcast it to all the clients

damageInfo is the total damage amount that both players have taken

menuInfo
- String type = "menuInfo"
- String[] names
- Integer playerCount

shotInfo
- String type = "shotInfo"
- String playerId
- String shotName
- Integer angle
- Integer power
- Integer playerID

playerInfo
- String type = "playerInfo"
- Player[] playerDamage

startGame
- String type = "startGame"

Player (1 ← *)
- Integer playerID
- Integer damage
- Integer x

/canConnect Return 200 if client can connect to server

Messages that will be send from the client to the server

tookDamage
- String type = "tookDamage"
- Integer damage

tookShot
- String type = "tookShot"
- String shotName
- Integer angle
- Integer power

playerMove
- String type = "playerMove"
- Integer newX

setName
- String type = "setName"
- String name

startGame
- String type = "startGame"

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