

R-type Protocole Documentation

Introduction

This is the User documentation for the our EPITECH projet R-Type. It define the way the Server and Client interact. It only gives important informations to the client.

This protocole provides a client side procedure to get information about the runnings games on the server and the game it is connected to.

Messages

1.1 Game manager

1.1.1 MESSAGE Connection

Commande: Connection Parameter:

It is the first message you send when connecting to the manager.

Reponse: LIST GAME

1.1.2 MESSAGE JOIN

Commande: JOIN Parameter: [PASSWORD: <Password>]

Join a running game.

Reponse: SERVER

1.1.3 MESSAGE CREATE

Commande: CREATE Parameter: [PASSWORD: <Password>]

Create a game on the server manager and return the game server information

Response: SERVER

1.1.3 MESSAGE LIST GAME

Commande: LIST GAME Parameter: ...

Response that gives all game name lists on the server manager separated by a line return.

1.1.3 MESSAGE SERVER

Commande: SERVER Parameter: :

response that gives the port and ip to a game.

1.2 Game server

1.2.1 MESSAGE Connect

Commande: Connect Parameter:

It is the first message you must send when you connect to a game.

Response: GAME INFO

1.2.2 MESSAGE MOVE PLAYER

Commande: MOVE PLAYER Parameter: <UP|DOWN|RIGHT|LEFT>

Message that moves your player on the game.

1.2.3 MESSAGE FIRE SHOOT

Commande: FIRE SHOOT Parameter: <1-3>

Message that shoot from your player.

1.2.4 MESSAGE GAME LEAVE

Commande: GAME LEAVE

Message you must send when you leave a game.

1.2.5 MESSAGE GAME UPDATE

Commande: GAME UPDATE Parameter: id: type: animTime: pos:

Message sent by the server too update all entity on the client.

1.2.6 MESSAGE GAME INFO

Commande: GAME INFO Parameter: type: sprite: size:

Message sent by the server to init each sprite path by entity.