Project 1

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Plebs

pleb
an ordinary person, especially one from the lower social classes.
Origin: mid 17th century: originally plural, from Latin plebs . Later a shortened form of plebeian.

You control a bunch of plebs in a chess-like game. Also there is leapfrog...

Protocol

v0.0.1

The data is written into a packet and interpreted by following this protocol and parsing the data according to its size, offset and type. There are no special characters used to separate parts.

Packets from server

Join Packet - The Join response from the server.

This is sent as a response to the join request from the client. This tells the client if they have any errors in their username, and what type of user they joined as.

Descrption	Size	Offset	Type
The packet type, JOIN	4	0	ascii
Response (0:Fail, 1:P1, 2:P2, 3:Spec)	1	4	uint8
Error Code	1	5	uint8

Update Packet - This packet updates the client's games.

This updates the client's game state. This sends information about each cell in the game board and who owns it as well as whose turn it is and if anyone has won the game or not.

Descrption	Size	Offset	Type
Packet type, UPDT	4	0	ascii
Players turn	1	4	uint8
Winner	1	5	uint8
Cell status	1 each, * 30	6-35	uint8

Chat Packet - Sends a chat messages.

This packet contains the information about a chat message to be broadcasted to all users in that game. It contains the username and its length for parsing, along with the message and the

message's length.

Descrption	Size	Offset	Type
Packet type, CHAT	4	0	ascii
Username length	1	4	uint8
username	?	5	ascii
message length	1	?	uint8
message	?	?	ascii

Packets from client

Join Packet - Join request packet.

This is the join request packet. It sends desired information just as the user type(player or spectator), the game id they want to join, and their username. The server will respond upon receiving this packet.

Descrption	Size	Offset	Type
The packet type, JOIN	4	0	ascii
Join as (1:Play, 2:Spec)	1	4	uint8
Game Id	1	5	uint8
Username Length	1	6	ascii
Username	?	7	ascii

Host Packet - Host request packet.

Like the join request packet, this packet asks the server if it could start a new game session with a new id. It also sends a requested username. The server will respond with a join packet upon receiving this packet.

Descrption	Size	Offset	Type
The packet type, HOST	4	0	ascii
Username Length	1	4	ascii
Username	?	5	ascii

Chat Packet - When a chat is sent.

This packet sends desired chat information that they would like the server to broadcast to all users. This contains the message along with its size. The server responds with its own chat packet to all users in the game.

Descrption	Size	Offset	Type
Packet type, CHAT	4	0	ascii
Message size	1	4	uint8
Message	?	5	ascii

Move Packet - Sends the players turn information.

This packet contains the desired move a player would like to make. It contains the first cell clicked, most likely a "pleb" that they want to move and a second cell for its desired location. The server responds with an update packet.

Descrption	Size	Offset	Type
Packet type, MOVE	4	0	ascii
Cell 1	1	4	uint8
Cell 2	1	5	uint8